

Solving Your Problems With a Polar Bear and a Plunger:
The Creation of the Card Game *Resources*

An Honors Thesis (HONR 499)

by

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A handwritten signature in black ink, appearing to read 'Jennifer Grouling', with a long, sweeping horizontal line extending to the right.

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Abstract

Most writers think of writing in the most traditional sense: poetry, fiction, screenwriting, or creative nonfiction. As the field of English evolves, writers should be looking towards how to write for these new media, specifically games. Game writing is a completely different form of writing, involving a mixture of creative writing (in the form of the game) and technical writing (in the form of the rules). The game writer must be able to do both to create the gaming experience. Much like traditional writing, game design is a creative process in which the writer must reflect on what work he or she wants the game to do. The writer must figure out the goals for the game, both in terms of what the objective is for the players as well as what message the author hopes to get across through the game's design and its gameplay. This thesis will go into some of the finer points of writing for a game, following the creative process from the genesis of the idea to the production of the game and finally taking a very brief look into the future of a game: publishing. I will include quite a few personal reflections from the process of designing the card game *Resources*, which at this time has a finished, playable prototype.

Acknowledgements

I would like to thank Professor Jennifer Grouling for her continued support throughout the creation of this thesis project. Through her class, I was prompted to take on the task of designing a game. From the class readings (especially her book) we read about narrative in gaming, I found what I wanted to achieve with this game, ultimately leading to the idea for *Resources*. Because of her additional support as my thesis advisor, I was pushed to make sure this game was more than just a class assignment. She encouraged me from the earliest stages of the idea to make this game into something bigger, something I could truly try to produce as an actual game.

I also wanted to thank Nicole Wilber, Breanna Brenneman, and Adam Bailey with their help constructing the prototype. Building 800 cards from scratch took far more man hours than I ever thought imaginable. Without these three helping me to create the prototype, I do not know how I would have finished it in a timely manner (or with my sanity in tact by the end of the process).

Finally, I wanted to thank all of the people who took time out of their busy schedules to playtest the game. With their support and constructive feedback, I was able to write a clear, polished rule set as well as alter some of the rules in order to make the gameplay even better.

Part I

The Ideas Behind the Idea

Throughout my experience as a Ball State Creative Writing major, I have found that undergraduate-level creative writing classes have all focused on traditional forms of writing (e.g. fiction, poetry, creative nonfiction, and scriptwriting). Even when “Special Topic” classes are offered, they tend to be focused on subsets of these traditional writing forms. These “Special Topic” classes include novel writing, which is nothing more than fiction in long form, and lyric essay writing, a more poetic form of creative nonfiction. Creative writing classes did not seem to focus on the topic of writing for “new media,” such as writing for the Internet or, more specifically, for games. As someone who loves playing games of all kind, I wanted to be able to combine my love of writing with my passion for playing games. The purpose of this thesis is to review and reflect on my experience designing the card game *Resources*.

Before I could begin designing a game, I had to figure out what my goal was for the project. Much in the way that an author of a more traditional work writes stories with a message in mind, I had to figure out what message I was trying to convey. Designing the game “to have fun” was not enough for me. While I certainly wanted to design a fun game, I also wanted to say “something.”

I was finally able to figure that “something” out during my English senior seminar class, “English 444: The Final Conquest.” The class was designed around looking at gaming through the lens of an English major, studying different game genres and players within those genres, gaming as narrative, and gaming as literacy. When studying games as narrative, I started to find my answer.

When we started the narrative section of the class, I found myself strongly opposed to the comments made in some of the articles we read concerning the narratology versus ludology debates¹. I was especially opposed to Jesper Juul, an academic strongly aligned with the ludologist point of view. He believed there could be no narrative without a visible actor, with nothing more than an ever-present player. He also stated that there was no possible way to have both narrative and interactivity at the same time (Juul).

It was through Henry Jenkins that I began to find how I could present my game. Jenkins focuses on different ways in which games tell narratives. Some of these ways include using spatial storytelling to deliver story elements through the exploration of the world, or using embedded narratives to deliver secondary stories in more traditional ways (e.g. leaving a series of letters or audio logs for the player to pick up that help tell pieces of a bigger story) (Jenkins). Jenkins, like many of the contributors to the narratology versus ludology debates, seemed to be focusing solely on the ways in which video games can or cannot deliver narrative. Since I was not creating a video game, many of the techniques Jenkins discussed were not applicable to me.

One idea I was able to use, however, was the idea of the emergent narrative. “Emergent narratives are not pre-structured or pre-programmed, taking shape through the game play, yet they are not as unstructured, chaotic, and frustrating as life itself,” (Jenkins). Jenkins used the game *The Sims* to describe how the emergent narrative works.

¹ The narratology versus ludology debates arose from two strongly opposing groups arguing over the study of gaming. The narratologists believe games can be studied the same way more traditional forms of writing can. The ludologists believe games should be studied on their own, focusing more on the mechanics of gameplay rather than the way in which games tell stories.

The game does not have a traditional narrative built in for players to experience. Instead, the game merely gives the player the pieces to create narrative. It is this interaction, when the tools left by the designer and player come together, that allows for narrative to happen. This was definitely an idea that became an early inspiration for the game *Resources*. Now, I knew I wanted to create a game focusing on narrative using the ideas of the emergent narrative. I would not create the entire story on my own; instead, I wanted to give players pieces of the story and allow them to build their own narratives.

I was finally able to fully flesh out the idea after reading Jennifer Grouling-Cover's book, *The Creation of Narrative in Tabletop Role-Playing Games*. I found the book extremely helpful because of its focus outside of the video game, instead choosing to focus on the narrative aspects of *Dungeons & Dragons*. By focusing on how narrative was formed within the tabletop role-playing game, or TRPG, I could take the ideas from Grouling-Cover's book and transfer those concepts into the creation of my own game. What I found most helpful was her analysis of authorship within the TRPG. It felt like a natural progression from the emergent narrative idea presented by Jenkins. Rather than a few paragraphs in a short essay, Grouling-Cover devoted an entire chapter to the idea in her book.

I was able to learn my place in the within the multi-author relation between designer and player through the ideas of primary, secondary, and tertiary authors. Primary authors create the rules and the world of the TRPG, secondary authors create the story that happens during the gaming session, and tertiary authors form the text resulting from the story that develops during the game session (Grouling-Cover 126-127). In the

sense of the TRPG, primary authors are the designers of rulebooks and the modules². The Dungeon Master³, or DM, functions as a cross between a primary and secondary author, choosing the elements he or she needs to create the world of the game session (primary) as well as working with the players to determine how characters can interact with the world (secondary). Players function as tertiary authors, determining exactly what they do in the world, which forms the story (Grouling-Cover 127).

The method in which *Dungeons and Dragons* splits authorship between designer, DM, and player seemed like the perfect way to make the way to structure the narrative process within my own game. The only problem I had was that I did not want to write a *D&D* module. While I had played *Dungeons & Dragons* in high school and college, I had a few reasons why I wanted to avoid a module. I primarily strayed away from this kind of game design because I lacked the knowledge of *D&D* needed to create a satisfying module. Having seen the stack of rulebooks the dungeon masters I played with had and not having any of those rule books myself, there was no way I would know how to begin module writing. Even when I played *Dungeons & Dragons*, I found the rules to be a bit overwhelming. Not only was this a problem for myself, but I also knew I would be severely limiting my player base. I wanted to be able to reach a wide audience, the kind that would not need extensive gaming knowledge in order to pick up and play my game.

The other main reason I didn't want to write a module was because I was hoping to make a clearer statement about narrative. In writing a module, I would only be using

² A book that maps out the world, story, locations, characters, dungeons, and enemies, and many other aspects of a *Dungeons and Dragons* session. Modules are used as more of a roadmap than a story, since it is up to the players as to how they interact with the elements presented to them.

³ The person in *Dungeons and Dragons* who runs the game session.

the narrative tools I wanted to comment on in order to write, rather than creating a game in order to comment on those narrative tools. *Dungeons & Dragons* also gets bogged down with combat, a leveling system, item management, and many other game elements that would take away from my narrative focus.

In thinking about what kind of game had both the ease of play and the wide appeal I was looking for, my mind finally settled on the card game *Apples to Apples*. The gameplay consists of players taking turns acting as the judge for one round. The judge draws a “green apple” card from a card pile and lays it on the table. The green apple card is an adjective such as “Cuddly” or “Spicy.” It is up to the other players to play a “red apple” card that best fits the adjective. These red apple cards are nouns like “chili” or “Adolf Hitler.” The judge picks up all of the played red apple cards (placed face down on the table) and picks the one he or she believes is best. This could be either a literal choice (chili is spicy) or a humorous choice (Adolf Hitler is cuddly).

As much as I enjoyed *Apples to Apples* when I first played it, I do not particularly enjoy it anymore. I find the game suffers from too many uninteresting cards. It can be extremely difficult to win against some of the more outlandish cards such as Helen Keller and Hitler. In my opinion, this makes the player feel helpless in a given round. *Apples to Apples* also begins to feel stale due to how the cards are always played in the same way. There are only so many times Adolf Hitler can be played ironically before the joke loses its charm. These problems mainly arise because a game like *Apples to Apples* lacks agency, the ability to take action in a situation. While a player has choice over *what* cards he or she uses, there is no control over *how* the cards are used due to *Apples to Apples*’s design.

Looking back at *Dungeons & Dragons*, seeing the amount of agency the game offered was incredible. Of course, players still had to work within the logic of the game world. They couldn't choose to fly just because. What they were allowed to do was interact with whoever they wanted or explore anywhere they wanted to go. Sometimes, this could even be to the dismay of the DM, as players could push the narrative forward in a way the DM never intended, causing him or her to create new narrative elements on the fly.

After I had assessed all of this information, I finally had my game idea down. I would take the base gameplay of *Apples to Apples*, but add the narrative elements and the agency of *Dungeons & Dragons*. All of this came down to one important question, the same question a DM often asks the rest of the group after explaining a given situation: What do you do?

Part II

Designing the Game and the Revision Process

Now that I had my idea down, it was time to start building the game. Without any idea of how to actually design a game, learning the process was a completely new experience. There was sort of a paradox to it. To know the general shape I wanted the game to take, I needed to design the rules. Before I could design the rules, I needed to have cards so I could tailor the rules for the cards. Before I could make cards, however, I needed to have rules so I knew which cards to make.

Looking back at the design for *Apples to Apples* was very helpful for this. It helped me to get a few of the base ideas down. In concern to the rules, I knew I wanted to have a rotating judge who played a card the other players had to respond to. In regards to the cards that were used, *Apples to Apples* has green adjective cards and red noun cards. This two-card play/response system seemed to work well.

I also had to think about what I was aiming to do. I wanted there to be some sort of narrative being formed. I wanted that story to be approached in the *Dungeons & Dragons* style approach, giving the players increased agency. In order to make the game a game, I also needed there to be some kind of challenge. What I eventually decided on was the idea of scenarios and items (which I later renamed resources). The scenario cards would be, unsurprisingly, scenarios that the players would have to solve. The resource cards would be objects that the player had access to. It was up to the player to use the cards in his or her hand in order to solve the scenario. I thought this would be a good game mechanic because it would force players to approach the scenarios creatively. With only one copy of each card, I also expected this to mean that players would be forced to

use different methods to overcome the problem described on the scenario card. The most important aspect of my vision for the game was how using cards worked. I didn't want players to simply play resources they thought would work best when faced with a certain scenario. I wanted players to be able to describe how they were going to use their resource cards. This was exactly the kind of agency I wanted to add from *Dungeons & Dragons* that *Apples to Apples* was missing.

With a very base idea of how the rules would work, I came up with one example scenario. That scenario was, "You are a mailman. You need to deliver a stack of nasty bills. Between you and the mailbox is a vicious dog. What do you do?" I began calling some of the people closest to me, such as my parents. I described the scenario to my father, who replied by saying that you could take a banana, peel it, and place the peel in front of the banana. The dog would come running for the banana, slip on the peel, and knock himself out. Now, you would deliver the mail unharmed. I told him you could also do something like take a bunch of grape jelly and dump it on President Richard Nixon, then push Nixon to the dog. While the dog was busy licking the president, you could deliver the mail unharmed. My scenario, of course, would require two items. This idea of multiple items was one that stuck around throughout the design process.

Now that I had a base idea of how the game would work, I had to design the rule set. This was the moment where I followed *Apples to Apples* very closely. Studying its rule sheet, I noticed that the rules were split into six sections. The rules had the contents of the box, how to set up and start the game, the turn-by-turn gameplay, the win condition, tips for playing, and alternative ways to play. Without much knowledge as to how to write rules, I kept in line with how *Apples to Apples* split its rules.

I also noticed something else about the rules: rule sheets do not really allow for creative writing. Instead, the focus seems to be solely on technical writing, making sure the audience understands all the rules clearly. I decided I was going to write my rules with a sort of joking, sarcastic tone. My goal was to make sure that humor didn't get in the way of the rules, but that my rules were still infused with humor. I did this because I feel creative writers should put a strong emphasis on tone in their work. Tone allows for the writer to give hints as to how the audience should feel, how the reader should be reading the work. Having a character get seriously injured can be funny as long as the right tone has been established. I wanted to convey in my rule set that this game is not meant to be taken seriously. It is meant to be an offbeat, goofy game.

I executed this by essentially making fun of my own rules as I presented them. For example, the first step to starting the game says, "1) Get all your ducks in a row. If you have no ducks, feel free to skip to step two." This rule is absolutely useless to gameplay and only winds up making a lame pun from the phrase "get your ducks in a row." What it does succeed at doing is telling players that this game is meant to be silly. This continues on with instances such as, "4) Choose the first judge. Oldest player. Youngest player. Fight to the death? Doesn't matter. Just figure it out." This rule actually manages to tell the reader a few crucial pieces of information. This game uses a system in which there is a judge. This judge is only the "first" judge, so the role of judge is not permanent. Finally, it does not make a difference in terms of over all gameplay who decides to be the first judge. The whole "fight to the death" idea was me joking about *Apples to Apples's* rules, which state a judge must be picked, but never say how to choose.

One of the hardest rules to design was how exactly to implement the ability to use multiple resource cards in a turn. Going back to the *Dungeons & Dragons* roots, I wanted to use random chance to decide. I had originally planned to have the judge roll a twenty-sided die, or d20⁴, to determine the outcome. In a very early form of the game, my idea was to have players draw a new hand every turn. The d20 would not only tell players how many cards they could play during a turn, but also how many cards they should draw. Some of these outcomes were planned to be along the lines of “Draw one card, play one card,” “Draw three cards, play two cards,” and “Draw eight cards, play four cards.”

I soon realized this scheme of drawing and playing would be a poor choice for a number of reasons. In hopes to make a simple game, this d20 chance system would be overly confusing. There is no way people would be able to remember how many cards to draw and how many to play. I was also worried this would speed up how fast players moved through resource cards in a bad way. With this version of the rules, a five-player game could have up to 32 new cards being drawn in just one turn. Additionally, the smaller-hand die rolls seemed unfair to the players. Due to the nature of the game, some resources are going to work better for solving scenarios than others. In “draw 1, play 1,” how would a player be able to solve global warming with a flamethrower?

I finally threw these rules out in favor of a much simple system for randomization. In order to make sure players would be likely to have a working resource card, I decided to have players keep a hand of eight cards. To keep the idea of random chance, I decided to determine the number of resource cards played each turn by using a

⁴ In *Dungeons & Dragons* terminology, dX is the shorthand way of talking about how many sides a die has, d standing for die and X being the number of sides the die has. For example, a d6 would be a six-sided die.

d6. With these new rules, a roll of 1-3 made players use 1 resource card for the round, a roll of 4-5 meant two cards, and a roll of 6 called for three resource cards to be played.

Once I had established the rules, I also had to sit down and actually write the cards. Again, looking back to *Apples to Apples* for advice, I noticed the game had around 1,000 cards. From playing *Apples to Apples* time and again, I know that a bigger group can mean moving through the red apple cards pretty quickly. With my idea of having players use up to three resource cards in a given turn, I knew I would have to get close to the same number of cards *Apples to Apples* had. I finally decided on creating 200 scenario cards and 600 resource cards.

Writing for these cards was much more difficult than I has originally anticipated. In a more traditional narrative, the writer's goal is to come up with one premise. The character wants something, but there are obstacles in his or her way. The writer designs the problem and the solution. For example, "A man wakes up in a trunk to find himself being accosted by mobsters. What does he do?" or "A man believes Theodore Roosevelt is haunting his teddy bear. What does he do?" The writer then must use his or her knowledge of the created characters to understand what they would do in a situation.

I, on the other hand, had to design two hundred premises without knowledge of character. In fact, I did not even have the answer. I had no idea what the players would decide to do in a situation. In order to fill this hefty order, I had to pull from many different aspects of my own life. Some of these come from my college experience, such as "Homer has asked you to edit the first draft of *The Iliad*. You need to convince him to cut the Catalogue of Ships from 300 pages down to 30. What do you do?" This was a joke scenario I had come up with on the fly while pitching my thesis proposal to Dr.

Ruebel in the Honors College. I had read *The Iliad* during his combined Honors 201 and 202 class during my freshman year. I think the general consensus was that the catalogue of ships was an unnecessarily wordy chapter in an already overly wordy book. I wanted to make sure a bit of my Honors College experience made it into the game.

In certain situation, I had to pull from my own life to design scenarios. Probably the best example of this is, “You accidentally threw a hamburger into your friend’s pool. You need to fish it out before he discovers what you’ve done. What do you do?” This scenario was based off of a party I went to during high school where someone else I knew accidentally chucked a White Castle hamburger directly into the middle of my friend’s pool¹. At the time, we did not have the resources necessary to fish the burger out of the pool. We did nothing about it, and I was unjustly accused of the crime the next day. I thought it would be interesting to see how other people would react when placed in the same situation as me.

In my struggle to create scenarios, I ended up turning to the one place I love going in my writing (specifically when writing poetry), popular culture. I borrowed from a number of sources, including Joni Mitchell’s song, “Big Yellow Taxi,” The Incredible Hulk, Superman, and the zombie culture that has been so saturated in contemporary media. The two most important references in my own opinion is the scenario based on the Nickelodeon show *Invader Zim* (“Aliens from a distant galaxy have put a tow hook on Earth and they’re pulling it into the sun. You should probably stop that. What do you do?”) and my scenario based on the online web series, *Homestar Runner* (You have boxing gloves for hands. You really need to type an email. What do you do?). Both of

⁵ While I was not the culprit, I was witness to the “crime.”

these shows were pivotal to my teenage years as I was really developing the idea that I wanted to write. Both of these shows were directly responsible in helping me to develop my writing voice and my style of humor.

Writing the resource cards involved much of the same process of pulling from life, my college experience, and popular culture. What I found interesting when writing resources was having to create items that would be useful to solving the scenarios I wrote. I had to think about the scenario, try to figure out ways I could solve it, and then write cards accordingly. What I figured would be an interesting aspect to the gameplay was that cards I designed with one scenario in mind would certainly be used in another. The kind of solutions players would have to design would be more varied than I could possibly expect.

When it came to writing resources, I wanted to add my own quirky element to the cards. *Apples to Apples*'s red apple cards tend to be people, animals, objects, or events. Events didn't quite work for my game, so I replaced them with my own cards: abilities and powers. These included cards like, "The Ability to Talk to Animals," and "The Power of Flight." During playtesting, I found that people seemed to really like using these cards in interesting and creative ways.

With all the cards written, it was time to move into the playtesting phase. In order to playtest, I had to create a hand-made prototype by designing cards, printing them out, then gluing the cards to blank index cards. In designing the prototype, I discovered something important to life⁶. A guy really finds out who his true friends are when they

⁶ Just not necessarily important to game design.

are willing to help him cut and glue 800 cards together (1,600 cards if you count the card front and card back as two separate pieces).

I learned that playtesting was very much similar to the editing process of traditional writing. While I may not have been looking to find unfinished plot threads or dull characters, what I did need to test for was how well the game worked. What pieces of information had I overlooked when designing the rules? Did this idea of creative problem solving through random resource acquisition actually work as a game mechanic?

I underwent three days of playtesting where I observed gameplay, as well as one undocumented playtest where I acted as a player so I could fully understand the critiques the playtesters had written. Each day of playtesting brought a new, refined rule set, trying to fix small mechanics playtesters had verbally pointed out as problems. The most important rule to come out of playtesting was the mulligan⁷ rule. In some situations, players just did not have the resources necessary to solve the scenario (this did, at the very least, happen rarely). The mulligan rule was refined each day of testing after its implementation, and changed once more after the final playtest.

One of the most difficult aspects of revising was trying to satisfy two opposing critiques. I had a number of my playtesters tell me that they wanted to play multiple resource cards during scenarios more often. With my current rules, the chance to use only one resource was a 50% chance. These players enjoyed having to connect two or three resource cards in order to solve a given scenario. They all suggested to change the die rolls to “1-2 = 1 resource card, 3-4 = 2 resource cards, and 5-6 = 3 resource cards.” Another group of playtesters had reservations when having to play three resource cards.

⁷ A rule used in card games that allows a player with an undesirable hand to discard that hand and draw a new one, usually with less cards than before.

They commented that while the challenge was fun, sometimes having to use three cards was too many. From my own observations, I had to agree with both sides. Having to play more than one resource has an enjoyable challenge. Three cards was a nice challenge as well, but it always took much longer than playing one or two cards. Three cards was, however, fun enough to where it was a nice occasional challenge. In my final rule set, I came up with a compromise: “Rolls of 1-2 = 1 resource, 3-5 = 2 resources, and 6 = 3 resources.”

Other than that, playtesting only helped me come up with small changes to the rules. Most of the core rule set stayed in tact. I was able to determine how to talk about turn time (which turned out to be a nonissue during playtesting; rounds moved fast enough so that implementing an official timer was not necessary), as well as establish the win condition (to make games last somewhere in the 45 minutes to an hour range). Small sentences needed to be added for the sake of clarity, such as telling players to draw back up to eight card hands at the end of a given round.

Looking back at the finished game, I believe I accomplished my goal. I acted as the primary author, designing the cards and rules. Secondary authorship was shared by the players and myself. I created the starts of stories. Judges has to determine which solution was the “best” idea, essentially choosing the “true” outcome of the scenario. The players acted as tertiary authors, designing the situations and bringing the full narrative to life, as well as discussing the scenarios that happen after the game was over. Based on the responses I received in my post-playtesting questionnaires, most people believed the game did give them a higher sense of agency. They had the power to use their cards in

creative ways they thought of. They were able to argue as to why they should win a given round.

While these scenarios may not be full narratives, they are at least some form of micro-narrative with the player acting as the character, solving the problem in his or her own creative way. It was interesting to see the different outcomes to a given scenario. In one scenario, the problem was that players needed to get across a ravine, but the bridge to get across was rickety. One player used his knowledge of Masonic secrets in order to turn a pile of feathers he had into a flying machine. Another had Homer (the Greek, not Simpson) teach him how to use the Philosopher's Stone to turn the rickety bridge into a good one. The winner of the round used her ability to control hair growth to create a hair bridge, which she then crossed by riding a tricycle over it. These were all crazy solutions I had never imagined. And best of all, the players were using creative problem solving to finish "writing" the narratives. The game truly did create the emergent narratives Henry Jenkins had written about.

Part III

Where Do We Go From Here?

During my time at Ball State, I have learned that one of the most important aspects of art is the ability to share it. When I originally pitched the idea to my Honors Thesis advisor, she had encouraged me to look into avenues for publishing the game. During playtesting, I was asked time and again what my plans were as far as getting the game into more hands. Some of the playtesters eagerly told me, “I can’t wait to buy this.”

Being able to share the game also seemed in line with some of the base ideas I learned from the Honors College. Honors College dean, Dr. Ruebel, always said that the Honors College was about moving from “What?” to “So what?” and finally to “Now what?” I was always encouraged to look at a text, analyze what it was trying to say, and then apply that knowledge to my own life. By figuring out what I wanted to say with my game (the so what) and making the game itself (the what), I needed to be able to share that message (the now what).

One of the first places I turned to was Out of the Box, the publishers of *Apples to Apples*. On their website, I found information about submitting the game idea. They begin by asking for a project pitch, which must include information about “age ranges, time needed to play the game, time needed to learn the game, components, brief description of play and winning condition, and proposed theme.” If the publisher likes the idea, they ask for more detailed information and a copy of the rules. After that, they require a prototype so the game can be playtested (Product).

Mattel is, I was unable to easily find any information about publishing games through them.

One idea I looked at was how the card game *Card Against Humanity*⁸ was published. The game's designers decided to go for a self-publishing route, using the crowd funding⁹ website Kickstarter to publish their game. This may also be a potential route to take because it would allow me to keep more of the integrity of my original vision. The one thing for me to consider by going through the Kickstarter route is the amount of additional work involved. I would have to find my own way to get the cards printed. I would have to come up with incentives to entice people to donate. And the most troubling aspect of using Kickstarter is that I may not reach my funding goal, which would mean I would get none of the money pledged towards my game (Kickstarter).

I have only looked into a few of a wide variety of ways to publish *Resources*. Much like in the world of literature, publishing is a completely different beast than the writing process, one that may be very difficult before finally finding someone willing to publish my work. While I have already accomplished the goal of creating a game, one thing is for certain: my journey in creating this game is far from over.

⁸ A raunchy, adult-oriented version of *Apples to Apples*.

⁹ Independent publishing made possible through funding from people who want to see a project made.

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Appendix A

Resources Game Rules

Resources

Welcome to Resources, the game of creative problem solving. Oodles of cards are laying in front of you, but don't forget the most important resource – your brain. This isn't your typical card-based party game where a judge throws a card in and the rest of you give the best answer. Oh no. That's only the beginning. It's not just about the cards you play. It's about what you decide to do with them.

Contents

Resource Cards - 600 cards. The people, items, powers, etc you'll be using to get through scenarios

Scenario Cards - 200 cards. The situations, mundane or ridiculous, you're about to find yourself stuck in.

A six sided die

Starting the Game

- 1) Get all your ducks in a row. If you have no ducks, feel free to skip to step two.
- 2) Separate the Resource Cards and the Scenario Cards into separate piles.
- 3) Place the game contents within reach of all players.
- 4) Choose the first judge. Oldest player. Youngest player. Fight to the death? Doesn't matter. Just figure it out.
- 5) Each player draws eight resource cards to begin with.

Playing the Game

- 1) The judge rolls a six-sided die. This roll determines how many resource cards players will play this turn.

Roll of

1-2: 1 Resource Card

3-5: 2 Resource Cards

6: 3 Resource Cards

- 2) The judge picks a Scenario Card from the pile, reads it out loud, and places it on the table.

- 3) The other players determine which Resource Card(s) they will play and how they will be used. Once a player has chosen the cards he or she will use, he or she places the card(s) face down on the table in front of him or her.

3a) While there is no set time limit, the judge can encourage players to hurry up using any means he or she feels necessary. About two minutes should be enough time.

- 4) Once all the players have selected their cards, each non-judge player (starting on the judge's left) explains how he or she will get out of the scenario using his or her selected resource cards. The judge chooses the solution he or she thinks is "best" (funniest, most logical, or most creative are just a few ways "best" can be determined). The creator of that solution is awarded the scenario card played that round.
- 5) In order to keep score, players keep the Scenario Cards they win in front of them until the end of the game.
- 6) When the round is over, all used Resource Cards are collected and placed into the discard pile. All players (except the judge) draw new Resource Cards until they have 8 cards.
- 7) The role of judge is passed to the person on the judge's left.
- 8) Repeat steps 1-7 until someone has earned enough points to win, or until everyone agrees it's time to stop playing.
- 9) Hate your cards? Why not mulligan. All new cards – for a price. If a player feels the cards in his or her hand won't work for a scenario that has been played, he or she can discard his or her entire hand and draw **four** new cards. Don't worry. That player can draw back up to eight during the next round.

Winning the Game

Let's be honest with each other. You're going to ignore this anyway. You and your buddies will just keep playing until you get bored. If you are one of those structured types that needs to stick to the rules, here's a suggestion.

For 4 players, get yourself 7 Resource Cards to win
 For 5 players, get yourself 6 Resource Cards to win
 For 6 players, get yourself 5 Resource Cards to win
 For 5+ players, get yourself 4 Resource Cards to win

Quick tips to make your Resources experience the best it can be

The best answer isn't always the most obvious one. Sure, you can stab and shoot all your problems away, but can you solve your problem with dental floss or some lasagna instead?

Don't be afraid to break all rules of logic and physics. If you can explain why parachute pants should work just like a parachute, go for it.

Never give up. The worst thing you can do on any given turn is nothing at all.

Don't be afraid to break all rules of logic and physics. If you can explain why parachute pants should work just like a parachute, go for it.

Never give up. The worst thing you can do on any given turn is nothing at all.

Think about the resources your resources can get you. You may not have a car, but maybe Richard Nixon will buy one for you. Be careful though. The judge may ultimately think Nixon's too crotchety to actually buy you one.

Play to the judge. Do you notice a certain judge tending to pick the most logical scenario? The most outlandish? Use this to your advantage.

Think beyond flavor text. Some cards explain a word can be interpreted in multiple ways. If you see a way to interpret a card that's not listed, go for it.

Alternative ways of play

Please the God: Does somebody really hate playing but likes hearing all your crazy ideas? Turn them into the permanent judge.

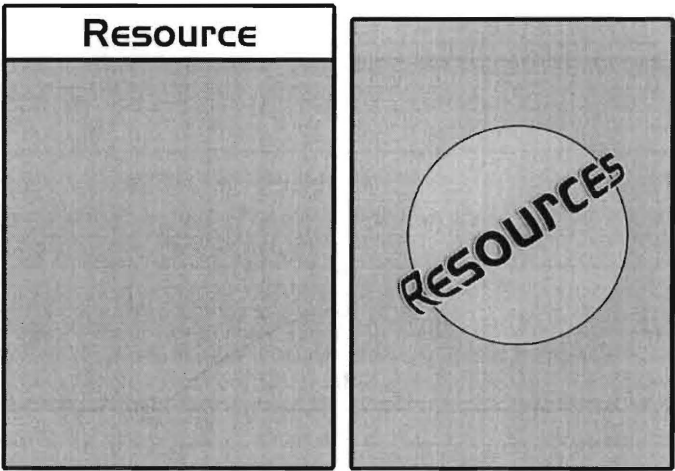
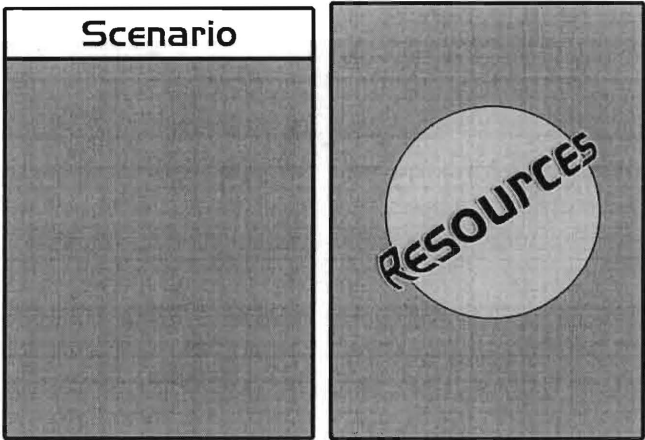
Duel: Two plays enter. Only one leaves. Players go up against each other in one-on-one rounds. The other players act as a panel of judges and must come to a consensus on who wins any given round.

Tourney Style: One on one matches similar to Duel, but with a bracketed tournament-style play. Best two out of three in order to advance to the next round. Make your own brackets; you'd probably just hate mine.

I'll Use My Own Dice, Thanks: Instead of the judge rolling to determine how many Resource Cards a player uses on a given turn, each player rolls a die to determine how many Resource Cards he or she will have to use that turn.

Appendix B

Prototype Card Design



Appendix C

Digitized Questionnaires from Playtesters

Note: All questionnaires were originally hand written during playtesting. They have been digitized here for the sake of clarity and condensation.

Resources Questionnaire: Now that you've played it, tell me about it.

Name: **Adam Bailey**

Were the rules of this game clear and concise? Do any rules need better wording?

Yes. Pretty easy to understand. It's all good.

Do you feel this game would be better if any of the rules were changed? Which one(s)?

Probably not. Just add in some once per game mulligan or something. I'm also not sure if by forcing everyone to play X amount of cards is good or bad yet, both sides have their pros and cons.

Did you feel you were more in control of winning rounds than in a game like Apples to Apples?

Yes, especially when someone else pulled out something very creative with cards you wouldn't think would work. Downside is that if someone's not as creative (and outgoing), less likely to succeed.

What was your favorite card? Least favorite?

Favorite: Polar bear, Airstrike, or Masonic Secrets

Least: Eggshells

How long did you think you need to come up with a scenario in a given round?

About a minute, no more than two minutes (if it ever lasted that long).

Did you feel like you ever had to play too many cards? Not enough?

Too many w/ 3 once, but it was a challenge.

Anything else to add?

You're walking on eggshells. And don't use butter like soap.

Resources Questionnaire: Now that you've played it, tell me about it.

Name: **Jennifer Grouling**

Were the rules of this game clear and concise? Do any rules need better wording?

Yes, except when to draw up to 8 again.

Do you feel this game would be better if any of the rules were changed? Which one(s)?

We talked about some way to discard. Also, I wonder about 1-2: 1 card. 3-4: 2 cards. 5-6: 3 cards. We only got 3 cards once.

Did you feel you were more in control of winning rounds than in a game like Apples to Apples?

Not really because the judge is still pretty subjective. But you do get to explain more, so that was fun.

What was your favorite card? Least favorite?

Most fave: The ability ones added a nice touch.

Least: puns scenario

How long did you think you need to come up with a scenario in a given round?

I'm not sure you need to specify. Some were longer than others. I think just a rule where the judge can use any means to hurry people along would work.

Did you feel like you ever had to play too many cards? Not enough?

I think the variety was good. Some scenarios worked better with two, some with one. But as I mentioned in the rules question, we only got 3 once.

Anything else to add?

Resources Questionnaire: Now that you've played it, tell me about it.

Name: **Blake Mohler**

Were the rules of this game clear and concise? Do any rules need better wording?

Yes, I was not confused.

Do you feel this game would be better if any of the rules were changed? Which one(s)?

I felt often we only used just 1 resource, where the real fun was trying to link 2 or more together. Maybe even go up to 4? I would reorder the dice rolls so you're more likely to get 2+.

Also, a mulligan rule to get rid of a bad hand.

Did you feel you were more in control of winning rounds than in a game like Apples to Apples?

Yes

What was your favorite card? Least favorite?

Favorite – knowledge of all Masonic secrets

Least – didn't have one

How long did you think you need to come up with a scenario in a given round?

I was ready <1 min every time, so 60 sec?

Did you feel like you ever had to play too many cards? Not enough?

See question #2

There were times when only one card was needed to fix the problem, and I played it and another random card it was sort of connected to, but judges favored more well thought out connected cards. So, regardless, the more elaborate + logical answer won.

Anything else to add?

Was fun, would consider buying, def play again!

Resources Questionnaire: Now that you've played it, tell me about it.

Name: **Todd Bastin**

Were the rules of this game clear and concise? Do any rules need better wording?

I think it's pretty clear-cut. General revision is as much as see to be necessary.

Do you feel this game would be better if any of the rules were changed? Which one(s)?

Add a mulligan rule of some sort.

Did you feel you were more in control of winning rounds than in a game like Apples to Apples?

Yes, the added persuasive element is nice.

What was your favorite card? Least favorite?

Favorite: Bowie, because Bowie

My least favorite was actually "flight," as it was one of those "obvious solution is obvious," things. But I wouldn't cut it.

How long did you think you need to come up with a scenario in a given round?

Couple minutes. Nothing too exhaustive.

Did you feel like you ever had to play too many cards? Not enough?

Yeah, eight is a bit much without a mulligan rule.

Anything else to add?

Pretty cool game. Mmhmm

Resources Questionnaire: Now that you've played it, tell me about it.

Name: **Meredith Sims**

Were the rules of this game clear and concise? Do any rules need better wording?

For the most part, yes. Specify the Mulligan only lasts for one turn.

Do you feel this game would be better if any of the rules were changed? Which one(s)?

Not especially. It's pretty clear.

Did you feel you were more in control of winning rounds than in a game like Apples to Apples?

Yes, because I could better defend my reasonings.

What was your favorite card? Least favorite?

Favorite: Ability to astral project

Least favorite: name tags

How long did you think you need to come up with a scenario in a given round?

About a minute maximum.

Did you feel like you ever had to play too many cards? Not enough?

Sometimes when I had to play three it was a struggle, but those were more fun rounds than turns with one.

Anything else to add?

Birds can't speak Chinese.

Resources Questionnaire: Now that you've played it, tell me about it.

Name: **Mike Knoll**

Were the rules of this game clear and concise? Do any rules need better wording?

Rules were clear + concise.

Do you feel this game would be better if any of the rules were changed? Which one(s)?

No.

Did you feel you were more in control of winning rounds than in a game like Apples to Apples?

The winning seems to be the same. It's still up to judge's discretion.

What was your favorite card? Least favorite?

Nixon most favorite.

Box of tissues least.

How long did you think you need to come up with a scenario in a given round?

Depends on the number of resources needed, but by + large I had enough time.

Did you feel like you ever had to play too many cards? Not enough?

Only once did I feel like I needed too many. Never not enough.

Anything else to add?

2 + 2. Hurr hurr. See wut I did there?

Resources Questionnaire: Now that you've played it, tell me about it.

Name: **Michael Cox**

Were the rules of this game clear and concise? Do any rules need better wording?

Maybe the mulligan rule but nothing else really.

Do you feel this game would be better if any of the rules were changed? Which one(s)?

None.

Did you feel you were more in control of winning rounds than in a game like Apples to Apples?

Yes, definitely.

What was your favorite card? Least favorite?

Silly cards for serious situations.

How long did you think you need to come up with a scenario in a given round?

1-2 minutes.

Did you feel like you ever had to play too many cards? Not enough?

Seemed fair.

Anything else to add?

Nope. ☺

Resources Questionnaire: Now that you've played it, tell me about it.

Name: **Trevor Oakerson**

Were the rules of this game clear and concise? Do any rules need better wording?

This is a double barreled question. It could be clear, but not concise. I do think that this question could use some rewording. The rules seem fine though. I think you should change "Play the judge" to "Play to the judge."

Do you feel this game would be better if any of the rules were changed? Which one(s)?

I don't think any of the rules need improving.

Did you feel you were more in control of winning rounds than in a game like Apples to Apples?

Yes. The ability to explain changes a lot.

What was your favorite card? Least favorite?

No real opinion.

How long did you think you need to come up with a scenario in a given round?

This question is confusing considering the terminology of the game. I think you may have meant to ask about the length of time to determine a suitable solution. Usually less than two minutes.

Did you feel like you ever had to play too many cards? Not enough?

I think that people enjoyed using three, so perhaps split it along 1-2 = 1, 3-4 = 2, and 5-6 = 3 distribution might be better.

Anything else to add?

Nothing else to add.

Resources Questionnaire: Now that you've played it, tell me about it.

Name: **Benjamin H Lutz**

Were the rules of this game clear and concise? Do any rules need better wording?

Simple and clear.

Overall open attitude discourages bickering or in depth analysis.

Do you feel this game would be better if any of the rules were changed? Which one(s)?

The forced number of cards to be played adds an interesting dynamic but some solutions are better comedically without two parts.

EX: Falling out of plane.

Jumprope to Indiana Jones back to it → funny

+ adding a lasso → Comedy gold

+Life jacket → Lessens the punch

Did you feel you were more in control of winning rounds than in a game like Apples to Apples?

Yes, the explanations were good but sometimes stretched the details of the card and this added to the amount of time spent story telling.

The best aspect is, like you said, your own creativity determines the outcome of your cards.

What was your favorite card? Least favorite?

The flavor text was magnificent.

How long did you think you need to come up with a scenario in a given round?

The two minute rule seemed good but unenforced in our game.

Perhaps a limit on story presentation time.

Did you feel like you ever had to play too many cards? Not enough?

See question 2. Generally fewer seemed better.

Anything else to add?

Mid play mulligan: Sometimes, you've got no good options, [solutions] → gameplay: discard draw double amount required to play. → story play: discard all and tell one at a time.

I think inter-player combat would be cool possibly as a second mechanic or additional game style. As a separate → Game war. Play cards head to head. Polar bear → Bear trap. Polar bear → Wild boar.

While direct list of counters does't exist the broad interpretation of rules adds to gameplay and as an integrated mechanic other players could de-rail others by playing the counters.

→ Another aspect you may have considered is to have a set of adjective/adverb cards so to solve a scenario (this cuts out cool references)

→ Possibly each player rolls a die to determine their own play limit.

→ Resource cards that say "AND" to increase the number of cards played that turn (a draw limit may be needed)

Resources Questionnaire: Now that you've played it, tell me about it.

Name: **Ethan Johnson**

Were the rules of this game clear and concise? Do any rules need better wording?

I think rule 3 under "playing the game" is too specific w/ time limit – especially since everything else is so "Do what you want. #YOLO"

Do you feel this game would be better if any of the rules were changed? Which one(s)?

I think it's more fun when more resources are used, so I would adjust the numbers on the dice so that 1-2 = 1 resource, 3-4 = 2 resources, 5-6 = 3 resources.

Did you feel you were more in control of winning rounds than in a game like Apples to Apples?

Yes, I liked being able to be creative w/ justification. I also think playing multiple cards per round gave me more control (see above).

What was your favorite card? Least favorite?

I liked the ability cards.

How long did you think you need to come up with a scenario in a given round?

30 seconds – 1 minute.

Did you feel like you ever had to play too many cards? Not enough?

I liked playing at least two cards because then it really allowed me to be creative.

Anything else to add?

I think that when this game goes large-scale, getting a custom die w/ number of resources would be awesome. Also, an idea: what if one round (as noted by a special side on the die) you had two scenarios that you had to react to using the same "x" number of resources (I suggest 2). Judging would be on who does both best.

Resources Questionnaire: Now that you've played it, tell me about it.

Name: **Dan Meyers**

Were the rules of this game clear and concise? Do any rules need better wording?

Yes, as a new player, I was able to dive right into play.

Do you feel this game would be better if any of the rules were changed? Which one(s)?

No, it was pretty cut and dry.

Did you feel you were more in control of winning rounds than in a game like Apples to Apples?

Maybe. I felt like I was stretching my answers a lot, but that was on the count of having bunk cards.

What was your favorite card? Least favorite?

Double Rambo causes 2x as much wreck as 1 does!

How long did you think you need to come up with a scenario in a given round?

I felt that I had enough time.

Did you feel like you ever had to play too many cards? Not enough?

3 was certainly a stretch at times. But I strung together 3 good ones.

Anything else to add?

Good game Larry. Thanks for letting me play.

Resources Questionnaire: Now that you've played it, tell me about it.

Name: **Breanna Brenneman**

Were the rules of this game clear and concise? Do any rules need better wording?

Since I've already played Apples to Apples, the rules were very intuitive. I think the rules were easy enough to understand.

Do you feel this game would be better if any of the rules were changed? Which one(s)?

No. T'was good.

Did you feel you were more in control of winning rounds than in a game like Apples to Apples?

Yes, because none of the cards were dud cards. If you can think up a clear enough response you'll win. Hurray!

What was your favorite card? Least favorite?

I liked the Martial Arts card, probably because ninjas are awesome. If I had a least favorite, it would have to be one of the scenario cards. A couple of them feel like generic situations.

How long did you think you need to come up with a scenario in a given round?

I think for the one card times, I needed a minute or so. But with 3 cards I needed a lot longer to tie them together.

Did you feel like you ever had to play too many cards? Not enough?

Too many cards, yes. I felt like 3 was too many most of the time. I always had trouble tying in the third ones. I never felt like I needed more cards.

Anything else to add?

Loved this game! Let me buy it!

Appendix D

Personal Typed Notes from Playtesting Sessions.

Playtest 1 ~45 minutes

With
Blake Mohler
Adam Bailey
Todd Bastin
Jennifer Grouling

Blake started as first judge.

-Rule sheet has minor grammatical errors. Those should be fixed.

Card 1: Cross the ravine. 2 cards
(do you have to play 2? Think about it)
Adam: Masonic secrets + feathers – Make a flying contraption
Todd: Philosopher's stone + Homer (the greek) – Make the bridge stable
Jen: Hair growth + a tricycle
Jen wins

In the ruleset you need to say replenish the cards.

Card 2: Bring down the moon. 1 card
Todd: Extreme persuasion – persuade Morgan freeman to pull it down
Jen: Pot of honey – glob it on the moon until it falls
Blake: A 16 ton weight. Drop it on the earth. Pull the earth's orbit out until moon and earth collide
Todd wins

Card 3: Too many cooks in the kitchen. 1 card
Jen: Mime powers: make an invisible wall around the kitchen
Blake: A shotgun: nuff said
Adam: Maracas: Play maracas until they get annoyed
Adam wins

Card 4: Distract the king while your buddy assassinates him. 2 cards
Blake: Finger sandwiches and a tophat. It's Oddjob's
Adam: Laughing gas + a pogo stick for the king.
Todd: Metal claws + nail polish. You're an exotic

Todd wins

Idea: Mulligan discard and draw 4. Thanks Todd

Card 5: Movie theater kids won't shut up. 1 card

Adam: Mother Theresa

Todd: Flashbang grenades. Nuff said

Jen: Knitting needles and a lot of yarn. Knit stuff around their mouths.

Todd wins

Card 6: Pun-off. 1 card

Todd: Super smell. This pun really stinks

Jen: Ability to speak any language. Speak pun language

Blake: Duct tape: pun brain is broken. Duct tape to fix it.

Todd wins

THIS ROUND WENT BAD

Card 7: The pigs are loose. 2 cards.

Jen: Warthog and waffle gone. Cover the warthog in waffle cones and use his trust to lure everyone back

Blake: Trashcan and dino nuggets. Bang the trashcan. Nuggets as bait.

Adam: Super sight and lemons. Find where they are. Make a perimeter of smells

Blake wins

Card 8: Traffic jam. 2 cards

Blake: Skeleton plus fake blood packets. Throw it on your car. Cover it in blood.

Adam: Polar bear + plunger. Drive the bear. Fend people off with the plunger.

Todd: Sea monkeys + power of flight. Grab the monkeys. Fly away.

Adam wins

Card 9: Calm down, Hulk. 1 card.

Adam: Pile of stuffed animals. How could you Hulk mode?

Todd: Sculptor's Clay. Make a model of something hideous. If I'm still angry, smash it until you feel better.

Jen: Ability to transform into anything. Just transform into Bruce Banner.

Jen wins

Card 10: Someone stole your toaster. Need your pop-tarts. Use 2

Todd: Bucket of lava + yoyo. Attached tart to yo yo. Cook over lava.

Jen: Waffle iron + sandpaper – put it in the iron. Don't squish using sandpaper.

Blake: School bus and hairspray. – Igniter plus hairspray to make a flame. Cook it.

Todd wins

"It's pretty good" – Jen

Card 11: Listen to a song without being executed. 3 cards

Jen: Tree house. Go in. Use a tube of toothpaste to caulk the house. Globetrotters to play basketball and distract

Blake: Tornado + Kevin Bacon + Santa's Sack. Pull out a piano and give it to Kevin.

Adam: Ability to control gravity + Morgan Freeman for immunity + younger brother as fall guy

Blake wins

Blake suggested Mulligan too.

Card 12: No parking spaces at the store. 1 card

Blake: Shark to scare people out

Adam: Ability to teleport anywhere. Teleport car inside.

Todd: Axis powers: Let them find a solution.

Adam Wins

Card 13: Toolshed's locked. 1 card

Adam: Bronze Fonz. Beat down the door.

Todd: Magical chalk. New door.

Jen: T-rex. Break down the door.

Todd wins

Card 14: Cereal. No milk. 2 cards

Todd: Briefcase full of money. Buy a cow. Use a box of crayons to sign the contract

Jen: Marie Antoinette with her scepter to make milk appear.

Blake: Robot to pour milk. Plus a toupee to make him look nice.

Jen wins

Card 15: Floor 37. 1 card

Jen: Robot mech suit and scale the building.

Blake: Tire swing to reach escape velocity and float up there

Adam: And air strike to bring the 37th floor down to me.

Blake wins

Card 16: Skeletons in the closet. 2 cards.

Blake: Time machine to go back and not skeletons and parachute pants to fit in

Adam: Air freshener so they don't smell and a Technicolor dreamcoat to hide them as Dia De Los Muertos decorations

Todd: Valentine's day heart candy. Charm David Bowie. Go on with my life.

Adam wins

B: 3

A: 4

T: 6

J: 3

Todd wins!

Playtest 2 ~50 minutes

Indent the dice rolls so they're easier to find in the rule sheet.

With

Adam Bailey

Meredith Sims

Michael Cox

Mike Knoll

Adam started as first judge.

Card 1: You're stranded on Mars. 1 card

Meredith: Ability to astral project. Go home. Take over a new body

Michael: Ride on an owl. Fly home.

Mike: Lucky rabbit's foot to hope I have astral projection. I do. I get home.

Mike K wins

Card 2: Get across the beach. The sand is hot. 2 cards.

Michael: Boat. Use sandpaper on it. Make clogs

Mike: Balloons to fly. Friends use glowsticks to flag him down.

Adam: Rodeo clown on his back. Bacon on the feet to cook it

Adam wins.

Card 3: Hoodlums want to knock down the dominos. 1 card.

Mike: Lure them away with a hacky sack

Adam: Say the most offensive thing I can think of to lower their self esteem

Meredith: Throw a bucket of lava on their heads.

Meredith wins

Card 4: You need to bring the moon down. 1 card

Adam: A universal remote control. Bring down the moon

Meredith: Stack the Harlem globetrotters. Dribble the moon down with their giant formed hand.

Michael: Hotline to the President. Have him send NASA out.

Meredith wins

Card 5: You need to distract the king. 3 cards.

Meredith: Robot mech suit. Attach a waffle iron to make a breakfast bot. Distract him with breakfast. OJ waffles.

Michael: Ukulele plus afro + stink bomb in the pants.

Mike: Magic flute to lure him into the attic of dolls. Then feed him a dozen cupcakes.

Michael C wins

Card 6: The bad guys are trying to siege the castle walls. 2 cards.

Michael: Burlack sack full of bees. Throw it off the walls.

Mike: Fly out over the wall with my bald eagle. Crush them with my giant hands

Adam: Use MC Hammer on a tricycle. They can't touch him. While they're distracted, do stuff to their siege weapons.

Mike K wins

Card 7: Boxing gloves for hands. You need to type an email. What do you do? 1 card

Mike: Boxing gloves. Man up.

Adam: Julia Andrews types it for me.

Meredith: Stilts. Dance across the keyboard.

Mike K wins

Card 8: Fell out of an airplane. 2 cards

Adam: Use Rapunzel's hair and sting for a parachute

Meredith: Yo yo plus vacuum cleaner to make a parachute

Michael: Back end of a horse costume plus swiss army knife to make a parachute

Michael C wins

Card 9: Cat in a tree. 1 card

Meredith: Squirt oil at the cat until it falls

Michael: Birdcage. Use a bird to lure it

Mike: Grow and shrink at will. Grab it and spike it into the earth.

Mike wins

Card 10: Sprayed by a skunk. Hide the smell. 2 cards.

Michael: Cover myself in gum. Go under a street sweeper. Clean

Mike: Pull an armadillo out of a bottomless purse to distract people

Adam: Coat myself in the innocence of a child. Wear a jacket for extra protection.

Adam wins.

Everyone likes the dice roll. Keeps it interesting.

Card 11: Aliens are attacking. Stop them. 3 cards.

Mike: Use magic umbrella to send up Nixon. Beats them with a stick

Adam: Wishing well to wish the aggression out of them. Give them afros and roller blades so they fit in with black people

Meredith: Meredith and Q make a rideable lawnmower look like a spaceship. Convince the aliens that toothpaste is a delicacy.

Meredith wins.

Card 12: Farmer John tells you to harvest all the corn. 1 card.

Adam: Pot of honey. Crops will stick to it.

Meredith: Puts on the Amazing Technicolor Dreamcoat. I'm Joseph. Has a dream that the corn will be harvested. It does.

Michael: Sword. Spin cut all the corn like Link.

Michael Cox wins

The Larry says think about WHEN you can mulligan.

Card 13: Make 15 bucks. 2 cards

Meredith: Flying show with wax wings. Throw stuffed animals at the children. They throw money at her.

Michael: Use my briefcase full of money. Use a taser on the stylist to get money back.

Mike: Roundhouse kick a dozen darts with bionic legs.

Michael Cox wins

Card 14: Want to start a riot. 1 card.

Michel: T-rex. Because T-rex

Mike: Airstrike to airstrike

Adam: A tire iron because that is the standard riot starter.

Adam wins

Card 15: 20 hour flight. Annoying dude won't shut up. 2 cards

Mike: Remove my toupe to reveal I'm Marie Antoinette. Freaks him out

Adam: Give him silly putty. He can have it. He must shut up. Or you'll stab him with forks, knives, and spoons.

Meredith: Drugged him with medicine. Hair spray his mouth shut

Meredith wins.

Card 16: Gf/Bf is dragging you to a movie that looks bad. 1 card

Adam: Use the rope. Don't go anywhere with her ever again.

Meredith: Crash a schoolbus into the movie theater.

Michael: Take out the trash and make her happy.

Meredith wins

Card 17: You must split Pangaea. 3 cards

Meredith: Use all Masonic secrets. Become a hero. Use steel toed boots to kick continents apart. Use nametags to figure them out

Michael: Use underwater sub to nuke the continents. Use Velcro to fix mistakes. Use artificial sweetener packets to make lakes less salty.

Mike: Box of crayons to draw country lines. Use robot and sea monkeys to break apart lines.

Mike K Wins

Mike K: "The birds...started speaking Chinese. HOW DO YOU UNDERSTAND THEM!?"

Card 18: You are a vampire. Birthday card. You must go out in the light. 1 card

Michael: Use boatload of candy to shield myself from the sun

Mike: Wrap myself in Hawaiian wallpaper to cloak myself.

Adam: Go in my body armor.

Mike K wins.

Card 19: Cornered by bull. 1 card

Mike: Plunger to plunge its face off. Like in the cartoons.

Adam: Distract the bulls with Mary Wollstonecraft

Meredith: Use parachute pants as a cape thing. Hits its head on the wall.

Meredith wins

Card 20: Make a good impression at job interview. 1 card.

Adam: Use my reading glasses to look smart or something

Meredith: Use time machine to keep trying.

Michael: Give them dinosaur shaped chicken nuggets

Michael Cox wins

Card 21: Alleyway alone. Accosted by a tough looking dude. 2 cards

Meredith: Use power to control air to blow feather on him. Laugh and walk away

Michael: Tennis racket to beat him up. Eat anything to eat him

Mike: Compliment his Hawaiian shirt. Offered to push him on the tire swing.

Meredith Won

Card 22: Making a cake. Need to mix it. 1 card.

Michael: Use a potato peeler to make it fine.

Mike: Pour ingredients into a bag of rats.

Adam: Use the philosopher's stone to turn it into a cake.

Adam Wins

Card 23: You coworker won't stop stealing your snacks. 1 card.

Mike: Put a polar bear in my lunch box

Adam: Use Homer to construct a play a teach him a lesson

Meredith: Use Gandhi to teach him to not do it.

Meredith wins

Card 24: You are a mailman. Deliver to stack of bills. 2 cards

Adam: Use a turkey covered in steak sauce

Meredith: Ability to transform into anything. Transform - monster. Hide body under rags.

Michael: Go through solid matter. Bubble of silence to silent them.

Adam wins.

A: 5

MC: 5

MK: 6

M: 8

Meredith wins!

Playtesting Day 3

With

Adam Bailey

Ethan Johnson

Trevor Oakerson

Benjamin Lutz

Adam started as judge

Card 1: Skeletons in the closet. Get them out. 1 card.

Ethan: Camouflage. Put it on myself or put it on the skeletons. No one would see them.

Trevor: Parade of pink elephants to distract everyone else.

Ben: Use Richard Nixon. Because if one person knows skeletons in closets, it's him.

Trevor wins

Card 2: Dark alleyway. Getting accosted by a tough looking dude. 1 card

Trevor: The ability to control people's emotions. Make him commit suicide.

Ben: Street sweeper. Make a fast escape.

Adam: A dozen darts. Throw darts at his face.

Ben wins

Card 3: Coworker keeps stealing snacks. 1 card

Ben: Power of super smell to sniff out your snacks and the culprit.

Adam: Send a charging rhino through his cubicle

Ethan: Use prosthetic leg. Use it as J Walter Weatherman from Arrested Development.

And that's why you don't steal snacks.

Ethan wins

Card 4: Need to make burgers from the cow in your house. 1 card.

Adam: Use bag of marbles to kill cow.

Ethan: Martial arts training to chop up the cow.

Trevor: Motorcycle to just go to the store.

Trevor wins

Card 5: Tear down that wall. 2 cards.

Ethan: Michael Jordan and Bill Murray. Have the reunited cast of Space Jam blow up the wall

Trevor: Use a pack mule to help while you slow down time with your ability to do so.

Ben: 76 trombones and a laptop. Show east Berlin what they're missing.

Ethan wins

Card 6: Start a riot. 2 cards.

Trevor: Megaphone to call everyone near. Ability to control the sun to bring it down.

Ben: Midget with a mason jar full of gasoline.

Adam: Float out of large wooden horse. Throw out boatloads of candy. Everyone hates parades.

Ben wins

Card 7: Mix the cake. 3 cards.

Ben: Cookie mix batter. Put cookie on a stick. Throw it in the microwave

Adam: Fantastic beard and a raven familiar. Use magic wand to have raven do it for him.

Ethan: Rickshaw powered by Betty White to get to store. Buy barbed wire to mix the cake.

Adam wins.

Mulligan on your judge turn. You shouldn't be able to do it.

Card 8: Castle on the other side of the ravine. 1 card.

Adam: Philosopher's Stone to fix it

Ethan: Hit myself over with tennis racket

Trevor: Put on a mini skirt. Someone will carry me over.

Trevor wins.

Card 9. Split up Pangaea. 1 card.

Ethan: Use binoculars to see where everything goes.

Trevor: Use letter Q. Q for Quakes. Split it up.

Ben: Tape measure. Measure it out.

Trevor wins.

Card 10: Oprah has released tons of bees. 2 cards.

Trevor: Throw sack of potatoes at audience. Matchbook to light everything on fire.

Ben: Fake blood packets. Power to melt and melt into them.

Adam: Oprah fan. Smother them in grape jelly. Bees attract.

Ben wins.

Card 11: A giant turtle stole your girlfriend. 2 cards.

Ben: Head of lettuce plus salt & pepper to give him yummy food.

Adam: Axis powers to track him down. Use Hawaiian shirt because turtles like beaches.

Ethan: Ability to talk to animals to talk to turtle. Talk through a puppet.

Ethan wins.

Card 12: Get the tooth out. 2 cards.

Adam: Swing on a tire swing. Unbreakable bones. Fall on my face.

Ethan: Gordon Ramsay makes me a dish with a bag of potato chips.

Trevor: Use tube of toothpaste and relax with tickets to a movie.

Adam wins.

Card 13: Keep your lottery ticket safe. 3 cards.

Ethan: Use wizard powers. Turn everything to gold is people get close. Now you have more money. Use the ability to eat anything to eat gold.

Trevor: Climb mountain of mashed potatoes. Surf down it with an ice tray. Fly away with wax wings.

Ben: Mount a rideable lawnmower. Put on bulletproof vest. Fend off people with a mop.

Ethan wins.

Card 14: Make an exercise routine. 1 card.

Trevor: Life an ice cream cone to my mouth.

Ben: Use a bicycle to ride it.

Adam: Water aerobics with my polar bear.

Trevor wins.

Card 15: You're a hobo. Get invited to a rich people's party. 2 cards.

Ben: Homer Simpson and give him a nail gun. See what happens.

Adam: Put a fishbowl on my head. Ask rich people for hot air balloon rides into space.

Ethan: Use two cans and a string. Pretend to be a fancy person for the invite. Use a razor to clean myself up.

Adam wins

Card 16: Make your uniform stand out from everyone else's. 2 cards.

Adam: Flying tank. Why not?

Ethan: Use potato peeler and a lighter to add cuts and flames.

Trevor: Use a sword to carve watermelon into an outfit.

Adam wins.

Card 17: Escape the smelly person who asked you out on a date. 3 cards.

Ethan: Say the most offensive thing you can think of. Run away using bionic legs. Throw a bucket of lava on him if he follow.

Trevor: Use Valentine Day candy hearts. Lure him into an alley. Use a pack of highlighters to murder him. Hide the body in a trashcan.

Ben: Bear trap to trap him. Jump on the moose. Play maracas to celebrate.

Ben Wins

Card 18: Stop the volcano. 2 cards.

Trevor: Drive a school bus to the volcano. Mushroom to plug it up.

Ben: Beaver to dam the volcano. Mother Theresa to kick Dr. Jetpack's ass.

Adam: Use scepter to command peasants to plug the volcano. Sleep in my king sized bed.

Adam wins

Card 19: Survive airplane falling out of. 3 cards.

Ben: Barrel of monkeys to try and save me. A bat flies down to help capture. Pair of handcuffs so the monkeys don't fall out of plane

Adam: Dump out bag of rats. Use bag as parachute. Use scuba gear when you hit the water. Eat dino shaped chicken nuggets.

Ethan: Use jump rope to Indiana Jones it. Tie my lasso to the jump rope. Use life jacket to survive the fall.

Ethan wins.

Card 20: Bring down the moon. 1 card.

Adam: Make sweetums some lasagna. Make her happy.

Ethan: Use a typewriter to write the screenplay for "It's a Wonder Life" and do a bad Jimmy Stewart impression.

Trevor: A taser to shock your girlfriend. She's too demanding.

Trevor wins.

Adam: 5

Ethan: 5

Trevor: 6

Ben: 4

Trevor wins!

Appendix E: List of all 200 Scenario Cards

1. You are a mailman. You need to deliver a stack of nasty bills. Between you and the mailbox is a vicious dog. What do you do?
2. The aliens are attacking. You've been put in charge of the Task Force to Stop Alien Aggression. What do you do?
3. You've been stranded on Mars. You need to get home – and quick. What do you do?
4. An old lady is harassing you on the street corner. You can't take it anymore. What do you do?
5. You've been hiking in the woods. Because you think you're so cool, you left the trail behind. Now you're lost. What do you do?
6. The prince has come with a glass slipper. You know your foot fits, but you're locked in the bedroom. What do you do?
7. You're in a dark alleyway at night. Alone. You get accosted by a tough-lookin' dude. What do you do?
8. Your significant other wants to drag you to a movie you think looks awful. You don't want to go. What do you do?
9. You need to make fifteen bucks to pay for a haircut. What do you do?
10. Farmer John wants you to harvest all the corn by sundown. What do you do?
11. That smelly, weird person just asked you out on a date. You need to escape. What do you do?
12. Too many children at the orphanage. You've been asked to free up some space (as humanely as possible). What do you do?
13. You're on a twenty hour flight. The dude next to you just won't shut up. What do you do?
14. You're at a job interview. You need to make a really good impression. What do you do?
15. There's a cat in a tree. Old Lady Berkins is begging you to get it out. What do you do?
16. You've just fallen out of an airplane. Surviving the fall is your top priority. What do you do?
17. You've just been entered in a talent competition. You need to show off your mad skills to win that \$25.00 Applebees gift card. What do you do?
18. Homer has asked you to edit the first draft of *The Iliad*. You need to convince him to cut the Catalogue of Ships from 300 pages down to 30. What do you do?
19. Your bedroom is a mess. You really need to clean it, or at least make it look clean. What do you do?
20. The hippies have formed a drum circle in your back yard. You need to clear them out fast. What do you do?
21. The mean ol' giant is about to squish your house. You don't want a squished house. What do you do?
22. While Black Friday shopping, you and somebody else have grabbed for the last hot-item toy on the shelf. What do you do?

23. You want to turn the TV on. You don't want to get off the couch. The remote is nowhere to be found. What do you do?
24. You're hungry for hamburgers. The only meat in your house is a cow. Time to make burgers from scratch. What do you do?
25. You've broken into the KFC headquarters. Six armed men stand between you and the secret recipe. What do you do?
26. You've woken up in the middle of an amusement park. Naked. You need to sneak out while covering your nudity. What do you do?
27. You've had it with the system, man. You want to start a riot. What do you do?
28. You're a hobo. You want to be noticed by a rich man in order to be invited to a rich people' party. What do you do?
29. Evil Dr. Jetpack has awoken a dormant volcano. You need to stop it from erupting. What do you do?
30. Ronald Reagan has ordered you to tear down that wall by sunset. What do you do?
31. The grim reaper has come to take your soul away. You're not ready to die. What do you do?
32. They're about to pave paradise and put up a parking lot. It's up to you to stop them. What do you do?
33. Hoodlums are attempting to cause a ruckus at the 4th of July parade. You need to keep the parade moving without interference. What do you do?
34. You really want to pet the dog that keeps making sad eyes at you. However, your hands are acidic and will burn the dog if you touch it directly. What do you do?
35. You got caught in a lie. The offended party has set your pants of fire. You need to put them out. What do you do?
36. It's the first day in your new apartment. You need to get some sleep, but your bed hasn't arrived yet. What do you do?
37. You're tired of global warming. It's time to make the planet cooler. What do you do?
38. You're ready to propose to your significant other. You want the proposal to be memorable. What do you do?
39. You've found yourself locked in the gorilla cage. You need to survive until the zookeeper can let you out tomorrow morning. What do you do?
40. A thief has just stolen your most precious possession. You want to track him down. What do you do?
41. You have to snuff somebody out in the marketplace. You need to do it sneakily. What do you do?
42. You're three years old. You need to reach the top shelf in order to get to all the cookies. What do you do?
43. Zombie apocalypse. Protecting yourself would be a good idea. What do you do?
44. You've been put in charge of making a haunted house for Halloween scariness. What do you do?
45. You just got hold of an original Van Gogh painting. You want to hang it up on the wall. What do you do?
46. You need to get across a busy street. The cars are going by too dang fast to just run for it. What do you do?

47. You need to deliver some helium balloons to a birthday party. Oh no! You've lost your grip on the strings and they're flying away. What do you do?
48. You can feel that the chameleon man is stalking you, but he blends into the scenery so well that you can't see him. You're determined to find him. What do you do?
49. You didn't close the gate again. Now all the pigs are loose. You need to catch them. What do you do?
50. You're caught in a traffic jam. You need a way out. What do you do?
51. You're the Incredible Hulk. You need a way to calm down before you start ragesmashing everything all over the place. What do you do?
52. You're attempting to do homework, but you keep getting distracted by the internet. You need a way to keep you from browsing your favorite websites and actually work. What do you do?
53. Durango the Clown is too darn happy and you don't like it. You want him to feel sadness. What do you do?
54. Sad Little Jimmy is too darn sad. You want to make him laugh. What do you do?
55. Somebody stole your toaster. Now you have no good way of cooking your Pop Tarts. What do you do?
56. You live in a world where music has been forbidden by law. You want to listen to a song without being executed. What do you do?
57. You're making a cake. You need to mix all the ingredients into a fine, mixy batter. What do you do?
58. Your congressman just said something you disagree with. You want to give him a piece of your mind. What do you do?
59. Somebody keeps stealing your apples. You want to set a trap to catch the apple napper. What do you do?
60. You've been eaten by a raptor. You need to escape before being digested in the raptor stomach juices. What do you do?
61. You need to get into the tool shed. The door is locked, but you've lost the key. What do you do?
62. You poured a bowl of cereal, but there's no milk! What do you do?
63. You've just made it to the store. There's not a single empty parking spot in sight. What do you do?
64. Abraham Lincoln's ghost is haunting you again. You want him to stop. What do you do?
65. Rainy day. You're stuck inside with nothing to do. You need a way to occupy yourself. What do you do?
66. You need to dispose of some old, dead batteries. You'll feel bad if you just throw them away. What do you do?
67. You're in a mischievous mood. You set out to rustle your neighbor's jimmies. What do you do?
68. Your necklace fell off while swimming in the lake. You want it back. What do you do?
69. Your friend has dared you to poke the dragon. You must tread carefully, or you'll wake the dragon up. What do you do?
70. It's your turn to clean the dishes. You don't want to. What do you do?

71. You need to perform open-heart surgery. You left your surgery toolkit at home. What do you do?
72. The gumball machine ate your quarter and didn't give you a gumball. You want revenge. What do you do?
73. You're looking for pieces to add to yourself in order to become a super cyborg. What do you do?
74. The Frisbee just landed in the minefield again. It's your turn to retrieve it. What do you do?
75. You're an anthropomorphic white rabbit. All you want is some cereal. What do you do?
76. You decided to go cave exploring. There was a cave-in, and now you're trapped. What do you do?
77. Two missiles have been shot off, heading towards opposite ends of the country. What do you do?
78. You're a drummer in a band. The roadies lost your drum kit. You need to make a makeshift kit. What do you do?
79. You need to keep yourself up for another three hours. Your eyelids are already drooping. What do you do?
80. You need to clean the gutters. You're afraid of getting up on the ladder/roof to clean them. What do you do?
81. You're out fishing. You forgot a fishing pole. What do you do?
82. You're on a high-speed police chase. You need to get the cops off your tail. What do you do?
83. You're ready to enter the club. The bouncer thinks your ID is fake. What do you do?
84. Oops. You've awoken an ancient demon. Now he's threatening you destroy the world. What do you do?
85. You've just become a super hero. You need to coddle together a superhero outfit. What do you do?
86. You can't get out of bed because your legs have forgotten that they're legs. You still need to get to work on time. What do you do?
87. You're caught in a Mexican standoff. You don't want to get shot. What do you do?
88. You're tired of the sun. You want to destroy it. What do you do?
89. The doctor is about to give you a flu shot. You don't trust him and don't want to get the shot. What do you do?
90. You're sinking in the quicksand. That's not a good way to go, now is it? What do you do?
91. You've just been entered in a pun-off. You've got to make a pun with whatever item(s) you brought with you. What do you do?
92. You need to get to floor 37 of this building. The elevator's busted. What do you do?
93. You're at the movie theater. The kids in front of you won't keep quiet. What do you do?
94. You forgot to do your homework. Five minutes left of class. You need to distract the teacher so she forgets to collect it. What do you do?

95. Showing off your mad karate skills, you accidentally put a hole in the wall.
Nobody can ever find out. What do you do?
96. You're hankering for a milkshake, but the blender's busted. What do you do?
97. You accidentally threw a hamburger into your friend's pool. You need to fish it out before he discovers what you've done. What do you do?
98. There has been a month of harsh drought. Your crops needs rain. What do you do?
99. The circus has come to town! You need to fend off all the clowns. What do you do?
100. You need to put your laundry away, but that requires folding it and stuff. What do you do?
101. The one-eyed, one-horned, flying purple people eater is eating all the people. You want him stopped. What do you do?
102. Smoke is filling up the room. You can't find the source of the fire. What do you do?
103. You have boxing gloves for hands. You really need to type an email. What do you do?
104. It's party time. You've been put in charge of bringin' da ruckus. What do you do?
105. You've had a brain freeze for the past half hour. It won't go away. What do you do?
106. You've been put in charge of splitting Pangaea into separate continents. What do you do?
107. You've spotted your best friend a stick of gum. Now everyone wants some. What do you do?
108. Some rude beachgoers got sand in your potato salad. What do you do?
109. You need to make your way across the beach. The sand is scorching hot. What do you do?
110. You've been put in charge of security while your buddy sets up the longest chain of dominos you've ever seen. Hoodlums are looking to knock it down prematurely. What do you do?
111. The bad guys are trying to siege the castle walls. You need to stop them. What do you do?
112. You're squaring off against The Hypnotist. You need to protect your eyes from his powers. What do you do?
113. The end of days is coming. You need to escape the planet. What do you do?
114. You really want a hippopotamus for Christmas. The zoo is the only place that has one. What do you do?
115. That one guy you hang around with won't stop making puns. He needs to be PUNished. What do you do?
116. Oh no! The smoke detector won't stop beeping. But there's no smoke. What do you do?
117. Someone shaved off all your hair. You need to hide your baldness. What do you do?

118. You have been put in charge of finding Walt Disney's brain in a jar. But it's been lost somewhere in the Disney Warehouse. What do you do?
119. Your home has become infested with rats. What do you do?
120. You just cut off your thumb. You need to preserve it while you make your way to the hospital to have it reattached. What do you do?
121. You have been eating a sandwich on the beach. A flock of seagulls have turned their attention to you. What do you do?
122. The power just went out. You need a way to see around the house. What do you do?
123. You got sprayed by a skunk on your way to the big meeting. You need to hide the smell. What do you do?
124. You accidentally hooked your crush up with your archrival. You need to convince Crushface that Rivalman's a jerk. What do you do?
125. Your daughter said she was scared of the monster in the closet. When you opened the closet door, there really was a monster. What do you do?
126. Somebody poisoned the water hole. The citizens will die without fresh water. What do you do?
127. You need to get to the castle on the other side of the ravine. The rickety bridge is too broken to walk on. What do you do?
128. You took a wrong turn during the Running of the Bulls. Now an angry bull has you cornered. What do you do?
129. You are a vampire. You need to buy a birthday card for your vampire granny. This requires getting to the card store – during the day. What do you do?
130. Huge snowfall last night. It's time to go sledding, but your old sled is busted. What do you do.
131. You need to turn in a twenty page paper. Folding the corners together is an unacceptable way to connect the pages together. What do you do?
132. You're driving from L.A. to Austin. Half way through, your car breaks down. What do you do?
133. You promised your Sweetums you'd lasso the moon and bring it down for her. Now you need to actually bring the moon down. What do you do?
134. You need you distract the King while your buddy sneaks up and assassinates him. What do you do?
135. There are too many cooks in the kitchen. You want to be the only one. What do you do?
136. You've been put in charge of protecting the borders from foreign invaders. What do you do?
137. You're at a concert. That one guy won't stop trying to start a mosh pit. What do you do?
138. Giant ants are attacking New York. What do you do?
139. A pipe burst. Water is getting everywhere. What do you do?
140. A smarter-than-average bear keeps trying to steal your picnic baskets. What do you do?
141. Before you can ride the dragon, you need to tame the dragon. What do you do?

142. Ernesto the mime is too black-and-white. You need to add some color to his life. What do you do?
143. The hungry giant is getting ready to eat you. You need to convince him not to. What do you do?
144. Your window's broken. A nasty draft is starting to get in. What do you do?
145. You've got skeletons in your closet. You need to get them out without anyone noticing. What do you do?
146. Your coworker won't stop stealing snacks out of your lunch box. You want to teach him a lesson. What do you do?
147. You need to sneak into the lion's den. You want to be noticed as little as possible. What do you do?
148. Your grandmother makes the best apple pie. You just need to get her to actually make it. What do you do?
149. You've been hired by the evil Dr. Badguyerson to develop a trap room in his evil lair. What do you do?
150. Your annoying neighbor invited himself over for dinner again. You want to make sure he never comes back. What do you do?
151. You and your opponent are about to play chess. You need to figure out who gets to make the first move. What do you do?
152. You are a little kid with a loose tooth. You want that tooth out now. What do you do?
153. A sea monster has grabbed a hold of your ship and is starting to drag you down. What do you do?
154. You locked yourself out of your house. What do you do?
155. Autumn hit your lawn hard. It's covered in leaves. You want a clean yard, but you're too lazy to rake. What do you do?
156. You told Little Billy he could have whatever he wanted for Christmas. He asked for a unicorn. What do you do?
157. The headlights on your car burnt out. You need to make some makeshift headlights so you can drive through the dark. What do you do?
158. You need to convince the judge that (s)he should give you the scenario card this round. What do you do?
159. It's literally raining cats and dogs. You need a deterrent to stop the kitty-puppy war before it begins. What do you do?
160. Two trains are heading towards each other on the same track. You need to stop them before they collide. What do you do?
161. You got a splinter in your finger. Time to remove it. What do you do?
162. You're trying to move a table into your new apartment. It won't fit through the door. What do you do?
163. You were the only model who wasn't asked to appear in the fashion show. Very uncool. What do you do?
164. You're going on a blind date. You want to give your date a nice little gift to start things off on the right foot. What do you do?
165. Your friend saw a squirrel and ran off after it. Now you've lost him. What do you do?

166. You're a shark. You want to show everyone on the beach that you don't want to eat them. You just want to hang out. What do you do?
167. You want to befriend a mermaid. What do you do?
168. You are blind. Your cane just broke. You need to walk across town to go buy a new one. What do you do?
169. Fort Knox just isn't safe anymore. You need to move all the gold to a more secure location. What do you do?
170. Albert the Ostrich dreams of flying. You want to help him accomplish his dreams. What do you do?
171. You're in a comedy club. The comedian on stage is terrible, and you want to show how bad you think he is. What do you do?
172. You're on stage in a comedy club. The crowd has started to boo and pelt you with vegetables. You need to deal with the incoming onslaught. What do you do?
173. Your neighbors won't stop putting up those tacky holiday inflatables on their lawn. You want to personally get rid of them. What do you do?
174. You've just entered a rap contest. You need to create yourself a rap name based on your item(s). What do you do?
175. You've been kidnapped. You need to escape from your nappers' hideout. What do you do?
176. A giant turtle has stolen your girlfriend. You need to get her back. What do you do?
177. Oprah has released tons of bees onto her unsuspecting victims. What do you do?
178. All the items in your kitchen have come to life. They're attacking you. What do you do?
179. You're hanging on the edge of a cliff. You need to get yourself up. What do you do?
180. You accidentally just drank cleaning solution. You need to get that out of your stomach fast. What do you do?
181. You want to do a high dive into a pool. But there's no high dive in sight. What do you do?
182. You're a footsoldier in the war. You want to make your uniform stand out from all the other grunts. What do you do?
183. Aliens from a distant galaxy have put a tow hook on Earth and they're pulling it into the sun. You should probably stop that. What do you do?
184. You've been ordered to go fifty years into the future and kill your future self. What do you do?
185. The wolves keep eating your chickens at night. You need to stop them. What do you do?
186. All the children want to play on the slip n' slide, but you have no water. What do you do?
187. You just won the lottery. Hordes of people are after your winning ticket, and you need to keep it safe. What do you do?
188. You just won the Super Bowl. You can't go to Disney Land because it has been destroyed by a super tornado. What do you do?

189. You are the Supreme God-Emperor of Everything. You decide to make a law pertaining to your card(s). What do you do?
190. The former president has left his ashes to you with the instructions, "Do something awesome with these." What do you do?
191. Your father just gave you the bad news. He "got your nose." You want it back. What do you do?
192. You are about to be thrown into a furnace. What do you do?
193. Someone filled your truck with Jell-O. There's too much here to eat by yourself. What do you do?
194. All the fireworks at the 4th of July display were duds. Now you need to do something to wow the crowd. What do you do?
195. You need to get in shape. It's time you come up with some sort of exercise routine. What do you do?
196. You've been asked to come up with the latest dance craze – based on your card(s). You need to name it and describe it. What do you do?
197. You are determined to avoid paying taxes. What do you do?
198. You are in an Eastern poetry class. You've been asked to write a Haiku based on your card(s). What do you do?
199. The people in the apartment below you won't shut up. You need to soundproof your apartment. What do you do?
200. You dropped your wedding ring in the garbage disposal. What do you do?

Appendix F: List of all 600 Resource Cards

1. 50 Cent: The rapper or the money. Your choice
2. A #2 Pencil. You think by now it would be #1
3. A Backpack. Or a rucksack if you're German. Or a knapsack if you're sleepy.
4. A Bad Book. Perhaps the plot was weak. Or maybe the book was naughty.
5. A Badger. The Goodger's evil twin.
6. A Bag Full of Coupons. Save a penny by spending a quarter.
7. A Bag of Dice. Your best friend during Dungeons & Dragons
8. A Bag of Groceries. You're like a piñata for boring people.
9. A Bag of Ice. Often found chillin'.
10. A Bag of Marbles. The ultimate trap to make people slip.
11. A Bag of Potato Chips. A valuable source of vegetables.
12. A Bag of Rats. Aww, rats.
13. A Bald Eagle. The most American thing since America.
14. A Ball Pit. The Mecca of play place rooms.
15. A Ballroom Dress. A surefire way to make woman look classy and men look creepy.
16. A Banana. Very a-peel-ing.
17. A Bandage. Healing cuts with magic since the early 1900s.
18. A Banjo. Favored instrument of the cast of Deliverance.
19. A Bar of Soap. A way to clean everything except itself.
20. A Barrel of Monkeys: The plastic kind or real ones. Your choice.
21. A Baseball. The centerpiece of America's pastime.
22. A Basketball. Do you think it's covered in secret Braille messages?
23. A Bat: The baseball kind or the screechy rodent kind. Your Choice.
24. A Bathtub. Friend of cleanliness. Enemy of Taft.
25. A Beach Ball. A inflatable plactic ball or a dance held at a beach. Your choice.
26. A Beach Towel. Like a bath towel, but bigger.
27. A Bear Trap. Bad for bears. Worse for everything else.
28. A Beaver. Just another dam animal.
29. A Bicycle. Would consider dating unicycles AND tricycles.
30. A Big Cake. A little too big for hiding nail files.
31. A Big Cardboard Box. Better than whatever came inside it.
32. A Billiards Table. The arena for all your Cue Sports.
33. A Bird Cage. The second home for all your newspapers.
34. A Black Hole Generator. You're sure to draw in a crowd.
35. A Blank Check. Infinite money! That's how this works, right?
36. A Blanket Fort. Better than a pillow fort.
37. A Blanket...With Sleeves. You'll hate it until you wear it.
38. A Blender. Turning the things you love into things you can drink.
39. A Blowtorch. Sort of like a baby flamethrower.
40. A Boat. Because your car's allergic to water.
41. A Boatload of Candy. Best eaten in more than one sitting.

42. A Bonfire. Companion piece to ghost stories.
43. A Bookshelf. The apartment complex of all your favorite novels.
44. A Boom Box. The only way to jam out to your favorite cassette tapes.
45. A Boomerang. It just doesn't know how to quit you.
46. A Bottle of Flavored Water. H2Ooooh yeah.
47. A Bottomless Purse. You can seriously store everything in here.
48. A Bow and Arrow. For the medieval warrior who hates being chopped in half.
49. A Bowl of Soup. When salad just won't do.
50. A Bowling Ball. Sixteen pounds of fury.
51. A Box of Crayons. The only tool a young artist needs.
52. A Box of Tissues. Enemy of the sniffles.
53. A Briefcase Full of Money. We'll split it 50-50. You get the briefcase.
54. A British Accent. A surefire way to sound smarter and appear more attractive.
55. A Broom. The Prototype Roomba.
56. A Bucket of Lava. You know. Just saving it for later.
57. A Bucket. Holding whatever you need. Because it loves you.
58. A Bulletproof Vest. Because getting shot just isn't cool.
59. A Burlap Sack. They'll never know where you're taking them.
60. A Bushel of Apples. Because one apple just isn't enough.
61. A Butterfly. Surprisingly, not made of butter.
62. A Cactus. Not the best hug buddy.
63. A Camera. The only public flashing you can do legally.
64. A Can of Beans. Legends say they're magic.
65. A Can of Paint. Because you hate the color of things.
66. A Can of Sardines. It's like a can of soda. But gross.
67. A Can of Worms. Don't open it.
68. A Can Opener. When your fists just won't cut it.
69. A Cannon. Great for flinging heavy balls at humans. Also great for flinging humans.
70. A Canoe. Just a boat on a diet.
71. A Cape. Necessary apparel for all good heroes.
72. A Car. It's like an airplane for the ground.
73. A Cardboard Tube. The telescope sword microphone of your imagination.
74. A Carrot. Twenty-four will get you gold.
75. A Carton of Eggs. Probably enough to cover a house.
76. A Catapult. Like cannons without the boom.
77. A Cattle Prod. For when your cattle just won't listen. Or for when you want to feel like Zeus.
78. A CD Collection. Also known as an expensive set of coasters.
79. A Centipede. A little bug with about a bajillion legs.
80. A Chainsaw. More fun to use than scissors.
81. A Cheese Grater. Grate at what it does.
82. A Chess Set. Now that's a thinkin' man's game.
83. A Chia Pet. The missing link between dogs and plants.
84. A Cloaking Device. Now you see me. Now you don't.
85. A Cloning Device. Forget ethics. Now we have more stuff.

86. A Clove of Garlic. Too much for vampires to handle.
87. A Clown. Ruined forever thanks to Stephen King.
88. A Coconut Bikini. Not really the preferred garment of Hawaiian women.
89. A Collar and Leash. Never lose your dog or child again.
90. A College Diploma. Like a ticket to a better job. Hopefully.
91. A Combine Harvester. Lawnmowers on steroids.
92. A Compass. North and south and east and west. Knowing directions is da best.
93. A Confetti Canon. Decorating in a hurry.
94. A Cookie. The best motivator of all time.
95. A Corn Maze. Like a low class labyrinth.
96. A Cornucopia. That thing in the middle of the table at Thanksgiving dinner.
97. A Cowboy Hat. Up to ten gallons of the old west.
98. A Crab. The claw-y crustacean or a grumpy person. Your choice.
99. A Credit Card. Buy now. Pay much, much later.
100. A Cupcake. If a cake and a muffin had a child.
101. A Cyanide Capsule. The last pill you'll ever need.
102. A Death Ray. Do not apply directly to skin.
103. A Decoder Ring. Cracking all the codes for only \$19.95.
104. A Deep Fryer. The magic way to make everything taste better.
105. A Device that Emits Electromagnetic Pulses. Take that, robot army.
106. A Diamond Tiara. Now you're just flaunting your wealth.
107. A Dictionary. A book of all the words.
108. A Dirigible. A very lazy airplane.
109. A Disco Ball. It's time to get funky.
110. A Dog House. Not the place to be in a relationship.
111. A Double Rainbow. More beautiful than I ever imagined.
112. A Double Rambo. Sylvester Stallone and Sylvester Stallone.
113. A Dozen Cupcakes. Because one cupcake is never enough.
114. A Dozen Darts. Pointy AND aerodynamic.
115. A Dozen Roses. The easiest way to say "I Love You."
116. A Dragon. The most mythical of mythical creatures.
117. A Drum Set. Play those skins, Ringo.
118. A Fake ID. Go right in, Mr. Sneakinillegally.
119. A Falcon. Surprisingly religious. Then again, he is a bird of pray.
120. A Fan: The kind that blows air or the kind that cheers you on. Your choice.
121. A Fantastic Beard. Because any ol' beard just won't do.
122. A Fedora. Wearing one will not make your life a noir film.
123. A Finger Puppet. Why should your hand have all the fun?
124. A Fireball. Not a ball you want to play with.
125. A Fireman's Axe. Here's Johnny!
126. A Fish Bowl. Doesn't make for a good space helmet.
127. A Fish Tank. A glass cage for fish or a tank made out of fish. Your choice.
128. A Fishing Pole. It's the reel deal.
129. A Five Pound Cheese Wedge. Because no cheese is too much cheese.
130. A Flamethrower. Like a garden hose. But with fire.

131. A Flashlight. A tiny sun in your hands.
132. A Flock of Nuns. Because the nun's true power is in numbers.
133. A Flowing, Black Cloak. You think you look cool. We think you look creepy.
134. A Fly Swatter. When you just need to swack something.
135. A Flying Saucer. A UFO. Or a tiny, flying plate. Your choice.
136. A Foam Finger. The best way to show support.
137. A Fog Machine. When you need a room to look a little more like the swamp.
138. A Football. One of two balls, depending on where you are in the world.
139. A Freeze Ray. A time stopper. Not to be confused with an ice beam.
140. A Frisbee. Great for dogs. Or the most ultimate of humans.
141. A Frog. If you kiss him, maybe he'll become a prince.
142. A Gallon on Milk. A better source of calcium than eating bones.
143. A Garbage Disposal. It's like a blender for all the things you hate.
144. A Garbage Truck. The thing that steals your trash every week. What do they need that much trash for anyway?
145. A Garden Hose. It's like a flamethrower. But for water.
146. A Gas-Powered Generator. Power for the powerless.
147. A Gerbil. When your world just needs to be a little more fuzzy.
148. A Ghost. A dead person with unfinished business on Earth. Why is she folling you? What did you do?
149. A Giant Burrito. Certainly more than enough to share. But you won't.
150. A Giraffe. Dude. His neck is huge! I also heard he likes toys.
151. A Globe. A tiny Earth. All you need now are tiny people.
152. A Gold Bar. That'll probably be worth something some day.
153. A Golden Spork. The most versatile utensil made of something you don't want to eat off of.
154. A Gong. The only way to call someone to the dinner table.
155. A Good Book. The kind you don't want to put down. Or maybe someone just glued your hands to it.
156. A Goose that Lays Golden Eggs. You'll be rich. If you don't mind killing baby birds for your own ill gains.
157. A Gorilla Suit. Although I think you looked enough like a monkey without it.
158. A Grappling Hook. Now you can get to all the places you couldn't reach before.
159. A Hacky Sack. The preferred sport of those kids who hang out in gazebos after dark.
160. A Hairdryer. Slowly drying the world of all its water.
161. A Hammer. The kind you use to pound nails or the guy you can't touch. Your choice.
162. A Hand Model. The prettiest hands you'll see all day.
163. A Hang Glider. The most extreme way to fall slowly through the air.
164. A Harpoon. Have a white whale? Use this. Soon enough, you won't.

165. A Hawaiian Shirt. A good way to stand out in a crowd. Unless you live in Hawaii.
166. A Head of Lettuce. Good for eating. Or throwing at traveling salesmen.
167. A Helmet. Like a bullet proof vest for your head. Except it's not bullet proof.
168. A Hologram Chamber. Whatever you can think up, just not real.
169. A Horse. A magnificent creature. If it talks, you may want to see a psychiatrist.
170. A Hospital Gown. Probably not something you want to put on backwards.
171. A Hot Air Balloon. Hop on in and go wherever the wind blows you.
172. A Hotdog. Right on the border of edible and not so.
173. A House Full of Cats. 20? 50? 400? I can't tell. There's a lot of cats.
174. A Hovercraft. A floaty car. Maybe a boat for the road. Or a really bad plane.
175. A Huge Diamond. It would net you a fortune. If anyone could afford it.
176. A Jack-in-the-Box. Jill not included.
177. A Jackhammer. Preferred tool of Michael Jackson.
178. A Jar of Dirt. In case you ever want to plant one flower in a place far from earth.
179. A Jetpack. Part airplane. Part backpack. All awesome.
180. A Juice Box. It makes juice taste twice as good.
181. A Jukebox. It's like a 500 pound iPod. The perfect device for your morning jog.
182. A Jump Rope. Less rope for more money. You're being duped, children.
183. A King Sized Bed. The king must have been really big.
184. A Kitchen Knife. I'm gonna cut'chu, vegetables.
185. A Lamp. I love it.
186. A Laptop Computer. Now you can visit all those illicit websites from anywhere you want.
187. A Large Wooden Horse. It's totally inconspicuous. I swear.
188. A Lasagna. The perfect gift for your Monday-hating feline.
189. A Laser Tag Set. The fun of lasers without the horribly violent deaths.
190. A Lasso. For all your cattle wrangling needs.
191. A Leaf Blower. The leaves were over here. NOW they're over there.
192. A Life Jacket. A vest full of air. Use it to prevent drowning.
193. A Lighter. There's a tiny flame spirit living in your pocket.
194. A Little Lamb. Lambs are baby sheep. This baby is little. It must be really small.
195. A Loaf of Bread. The laziest grain around. Stop loafing, bread.
196. A Lollipop. Not the kind of thing you want stuck in your hair.
197. A Lucky Rabbit's Foot. Hope it brings your better luck than it did the rabbit it was once attached to.
198. A Magic Flute. Leading all the people wherever you want them to go.
199. A Magic Wand. Casting spells like a real wizard.
200. A Magnifying Glass. It makes things look bigger, but they aren't bigger at all.

- 201. A Man-Eating Venus Fly Trap. It ate Debbie. It ate Audrey, too.
- 202. A Mason Jar. A jar. Possibly made by freemasons.
- 203. A Matchbook. Like a bad romance, a short lived flame.
- 204. A Megaphone. NOW EVERYBODY CAN HEAR YOU.
- 205. A Metal Detector. Pay a hundred bucks. Find fifty cents.
- 206. A Meteorite. A teeny piece of outer space.
- 207. A Microphone. Capturing your voice. Forever.
- 208. A Microwave. That thing you use to inflate marshmallow Peeps.
- 209. A Midget Companion. He's just like you. Only tiny.
- 210. A Mini Skirt. You got some legs to show off, hm?
- 211. A Mirror. There's another world in there just like ours.
- 212. A Model of the Universe. Not the same thing as a Miss Universe model.
- 213. A Monocle. Half the eyes of glasses. Twice as classy.
- 214. A Moose. One of two animals to fight against Communism.
- 215. A Mop. Like a broom for wet things.
- 216. A Motion Tracker. They're always watching. Always.
- 217. A Motorcycle. A bicycle for adults.
- 218. A Mountain of Mashed Potatoes. I wonder just how many potatoes it took.
- 219. A Mushroom. There's no need to make a "fun guy" pun. It's too obvious.
- 220. A Nail Gun. When you just don't have time to use a hammer.
- 221. A Nasty Letter. Well that's not very nice.
- 222. A Net. Great for capturing bugs, fish, or humans in gladiatorial combat.
- 223. A Pack Mule. Why should you carry your own stuff?
- 224. A Pack of Highlighters. Using them is the highlight of my day.
- 225. A Pack of Playing Cards. Let's play some 52 pickup.
- 226. A Packet of Stickers. Stick them on everyone. You'll brighten their day.
- 227. A Paintbrush. Good for painting happy little trees.
- 228. A Pair of Size 16 Shoes. Step one on your quest to become a clown.
- 229. A Pair of Tickets to the Movies. Have a free date on us. Except for the popcorn. You've gotta pay for the popcorn.
- 230. A Paper Airplane. Not a very good way to travel.
- 231. A Paper Weight. It's how paper works out. Paper needs to get buff.
- 232. A Paperclip. It looks like you're writing a letter. Would you like help?
- 233. A Parachute. When falling to your death just doesn't sound flattering.
- 234. A Parade of Pink Elephants. Definitely a product of the 1940s.
- 235. A Parakeet. A bird that looks a little bit like a pistachio.
- 236. A Penguin. Better dressed than most humans on a daily basis.
- 237. A Penny. You need one of these for my thoughts.
- 238. A Piano. Gonna tickle the ivories, huh?
- 239. A Pile of Coal. The worst Christmas gift ever. Unless you're freezing to death.
- 240. A Pile of Feathers. Does it weigh the same as a pile of bricks?
- 241. A Pile of Rags. Why even bother writing flavor text for rags? They're just rags.
- 242. A Pile of Stuffed Animals. Lions and tigers and bears that squeak.
- 243. A Pillow Fort. Better than a blanket fort.

- 244. A Pin. Often used for sewing or murdering balloons.
- 245. A Platypus. Nature's joke.
- 246. A Plunger. It's like a sword. But for plumbers.
- 247. A Pogo Stick. Boingy boingy boingy boingy boingy.
- 248. A Polar Bear. The most dangerous bear. It's invisible to infrared photography.
- 249. A Police Badge. I AM the law.
- 250. A Poncho. Keep yourself safe from rain or blend in in Mexico. Depends on which one you have.
- 251. A Porcupine. I wonder if they were used as spike strips on The Flintstones. Fred never got in a police chase.
- 252. A Portable DVD Player. You don't need a TV to watch Amelie for the fifteenth time.
- 253. A Portal Gun. Put one over there. Put one over here. Now go from here to there through here.
- 254. A Portal to an Alternate Universe. They're like us, but not.
- 255. A Portal to the Dimension of Fluffy Things. It's soooo fluffy!
- 256. A Portal to the Dimension of Spikey Things. It's not fluffy. Not fluffy at all.
- 257. A Pot of Honey. Let's be real. It's a pot of bee vomit.
- 258. A Pot. Good for cooking lotsa spaghetti.
- 259. A Potato Peeler. Now all your potatoes are running around naked. Shame on them.
- 260. A Potted Plant. A little piece of nature in your home.
- 261. A Pouch of Tomatoes. If you squish the pouch, it becomes a really big ketchup packet.
- 262. A Pretty Big Pillow. For a pretty big head.
- 263. A Printing Press. Forget publishers. You print what you want.
- 264. A Private Jet. Now we're flying in style.
- 265. A Prosthetic Leg. Just in case you lose your real one.
- 266. A Puppet. Go ahead. Put your hand inside the puppet head.
- 267. A Q-tip. Not the kind of tip you should leave at a restaurant.
- 268. A Radio Tower. Transmit all the signals you want.
- 269. A Rake. Lay it down and hope someone steps on it.
- 270. A Raven. It's allegedly like a writing desk.
- 271. A Razor. Paul Engemann said to walk along the razer's edge. But really, you probably shouldn't.
- 272. A Really Really Tall Tree. Whoa. It's like, it's really, really tall.
- 273. A Ream of Paper. How much is a ream? Heck if I know. Hopefully enough.
- 274. A Refrigerator. Is it running? Also, Prince Albert in a can.
- 275. A Remote Controlled Helicopter. Probably not the size of an actual helicopter.
- 276. A Rhinoceros. Don't worry. He can take a few insults. He's thick-skinned.
- 277. A Rickshaw. Take a horse-drawn carriage. Remove the horse. Add a human. You now have a rickshaw.

- 278. A Rideable Lawnmower. The best thing since a goat large enough to ride.
- 279. A Robot Mech Suit. It's like we're the robots.
- 280. A Robot. Fake humans. Planning to overthrow us right now while we obliviously play games.
- 281. A Rock. All I got for Halloween.
- 282. A Rocket Launcher. Because who doesn't like explosions?
- 283. A Rocket Ship. Step one to becoming space pioneers.
- 284. A Rodeo Clown. Kind of like clowns, only more likely to be mauled by bulls.
- 285. A Rusty Spoon. Makes eating cereal far less pleasant.
- 286. A Sack of Potatoes. You know what's not attractive? Lifting these with your tongue.
- 287. A Safe. Yeah. It's probably pretty safe.
- 288. A Satellite. Send your beams to space. They'll come back to Earth.
- 289. A Saw. A jaggedy rackershaw used to zipzag the barkbrumblies.
- 290. A Scarecrow. Lacking in the brain department.
- 291. A Scepter. The royal stick.
- 292. A School Bus. Not half as fun without Miss Frizzle.
- 293. A Screwdriver. For the last time. This is not a Dr. Who reference.
- 294. A Security Blanket. Don't you feel all safe and warm and cuddled now?
- 295. A Seesaw. Depending on the weight difference between the two children, this may also be called a catapult.
- 296. A Shark. He's all gruff and tough 'til you punch him in the nose.
- 297. A Shotgun. My anti-Zombie.
- 298. A Shovel. Good for diggin'. That's about it.
- 299. A Shrink Ray. Make things tiny. Then make them big again.
- 300. A Silver Hammer. Stole it from Maxwell.
- 301. A Sixteen-Ton Weight. Often dropped by Pythons.
- 302. A Skeleton Key. Unlock any door, anywhere, any time.
- 303. A Skeleton. It's a human without flesh. And blood. And muscle. And alive-being.
- 304. A Skunk. Nonviolent, but painfully odorous.
- 305. A Slinky. The only toy smart enough to walk down stairs.
- 306. A Smart Phone. Here's another dumb joke to go along with the smart phone.
- 307. A Snake in a Boot. Did you know that you're my favorite deputy?
- 308. A Snowball. The coconut snack cake or a ball of white powder. Your choice.
- 309. A Snowman. Never too attractive. If he were hot, he'd melt.
- 310. A Sombrero. The saddest hat around.
- 311. A Soup Ladle. Because sometimes you can't eat soup fast enough.
- 312. A Space Station. A science lab. But in space.
- 313. A Spatula. I replaced my hand with one of these once It was mildly inconvenient.
- 314. A Spice Rack. Everything you need to make food taste better. Or a jar of cinnamon with breasts.

315. A Sponge. A cleaning object best preserved in a pineapple under the sea.
316. A Squirrel Army. If you have this, I guess that makes you king of the squirrels. Congratulations.
317. A Staff: People Who Work Under You or a Glorified Stick. Your Choice.
318. A Stalk of Wheat. The only stalker who doesn't follow you.
319. A Stapler. I believe you have mine...
320. A Statue Made of Chocolate. As glorious as it is delectable.
321. A Steamroller. A steam-powered rolling pin. Except no. That's not it at all.
322. A Stethoscope. What doctors use to hear your heartbeat. It's a little intrusive, to be honest.
323. A Stick of Dynamite. That explosion was, wait for it, dy-no-mite.
324. A Stick of Gum. Friend of your mouth. Enemy of your intestines.
325. A Stick. Just a stick. Sorry if you were expecting more.
326. A Stink Bomb. Not explosive. Just horrendously rank.
327. A Street Sweeper. The broom's turbo-charged older brother.
328. A Strip of Velcro. Sticking things to more things through some sort of rippy magic.
329. A Sub: The underwater kind or the sandwich kind. Your choice.
330. A Sumo Wrestler. Not the kind of guy you respond "okay" to after he shouts "chest bump."
331. A Swarm of Bees. Beeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeees.
332. A Swiss Army Knife. Those crafty Swedes, making their knives do everything.
333. A Sword. Pretty solid weapon for medieval battlefighting.
334. A Talking Sword. It doesn't particularly like being swung into your enemies. Quite counterproductive.
335. A Tank. Good at everything except for the things it's not.
336. A Tape Measure. Learn the longification of all your things and all your friends' things.
337. A Taser. With this, it's almost like you're a little lightning bolt.
338. A Tea Set. Because real men throw tea parties.
339. A Tennis Racket. It makes fun sounds when you bounce things off its strings.
340. A Thumbtack. Using this on your enemies is sort of a tacky thing to do.
341. A Time Machine. The benefits of time travel without having to go 88 miles per hour.
342. A Tire Iron. Good for changing tires. And threatening people.
343. A Tire Swing. I'm getting tired of writing flavor text. You get none on this card.
344. A Tofurkey. It looks like a turkey. It smells like a turkey. But that ain't no turkey.
345. A Top Hat. From trashy to classy in three seconds flat.
346. A Tornado. Powerful enough to throw a cow through another cow.
347. A Toupee. Sorry, guys. You're not fooling anyone with that rat on your head.

- 348. A Trashcan. A little house for all the things you hate.
- 349. A Tree House. Because the safest place to put children is up in the air.
- 350. A Tricycle. The bicycle's younger brother. He still hasn't lost his baby tooth.
- 351. A Tube of Toothpaste. Not a good substitute for cake frosting.
- 352. A Turkey. Not the kind of bird you want to take out in a rainstorm.
- 353. A Tuxedo. Humanity's best efforts to look like a penguin.
- 354. A Two Liter Bottle of Soda. Or Pop. Or Coke. Or Cola. Take your pick.
"A drink by any other name is just as sweet," – Impostor Shakespeare.
- 355. A Two-Headed Coin. When you need the odds to be ever in your favor.
- 356. A Typewriter. The word processor's grandpa. He tells stories of the old times, before the delete key.
- 357. A Tyrannosaurus. King of the dinosaurs. Cursed with stubby little arms.
- 358. A Ukulele. A tiny guitar. Fun to mess with if you have tiny hands. The perfect stringed instrument for the T-Rex
- 359. A Universal Remote Control. Control every TV from everywhere at any time. Or at least one at a time.
- 360. A Vacuum Cleaner. High powered suction super fun action packed clean time.
- 361. A Vault Full of Gold Coins. Feel just like Scrooge McDuck when you plunge in.
- 362. A Vial of Poison. You wouldn't do it, would you? It's so mean and dastardly.
- 363. A Video Game Console. Which one do you like the most? That's the one this one is. Unless that's not the one you want.
- 364. A Waffle Cone. It's like an edible bowl. A pointy, edible bowl.
- 365. A Waffle Iron. You probably shouldn't touch it when it's plugged in.
- 366. A Warthog. Kind of like a pig. But more burly. Yeah. Like a really burly pig.
- 367. A Watermelon. Kind of shaped like a bomb. Not actually a bomb.
- 368. A Wave of Babies. More babies than you could possibly handle.
- 369. A Whip. That thing Devo wrote a song about once. They were talking about cracking whips, right?
- 370. A White Picket Fence. Keeping everyone out in the most adorable way possible.
- 371. A Winter Jacket. Makes the world feel not so cold when it's still actually cold.
- 372. A Wire Coat Hanger. Perfect for hanging up all your clothes. Or your animal pelts.
- 373. A Wishing Well. Grants wishes for a price. Accepts coins and human sacrifices.
- 374. A Wooden Mallet. Good for smacking things with less force than a metal mallet.
- 375. A Wrecking Ball. Used for destruction. Surprisingly peaceful at heart.
- 376. A Wrench. That thing you fix pipes with. Or that feeling in your gut. Your choice.

- 377. A Writing Desk. Built for writing, but is there really a write way to use it?
- 378. A Yo-Yo. Use it to go around the world while you walk your dog.
- 379. A Younger Brother. Does all the things that you don't want to. Not because he wants to, but because you make him.
- 380. A Zebra. He's sort of a trend setter for middle-aged women.
- 381. Amelia Earhart. 1897-1937. First woman to fly solo across the Atlantic. Also first woman to fly into the Bermuda triangle.
- 382. An Accordion. The world's most majestic music device. Just ask "Weird Al" Yankovic.
- 383. An Afro. How can you turn down big, spherical hair?
- 384. An Air Freshener. It's even shaped like a little pine tree!
- 385. An Air Strike. It's the bomb!
- 386. An Airplane. If you can put up with whining babies, annoying children, bad in-flight movies, and turbulence, it's the best way to travel.
- 387. An Alligator. I like to call him Mr. Chompy.
- 388. An Alpaca Farm. Probably more adorable all in one place than you can handle.
- 389. An Amazing Technicolor Dreamcoat. Even the rainbow's jealous.
- 390. An Armadillo. It's like a really huge pillbug.
- 391. An Attic Full of Antique Dolls. Only creepy if you placed them there yourself.
- 392. An Easy Bake Oven. It's a piece of cake to bake an easy bake cake!
- 393. An Electric Turkey Carver. More fun to use than a boring ol' knife.
- 394. An Elephant. The mighty trunkodon. Fear his majestic tuskocity.
- 395. An Exotic Rug. It really ties the room together.
- 396. An Eyeball in a Jar. At least it's being well-preserved.
- 397. An Ice Cream Cone. A little piece of paradise. Until paradise melts.
- 398. An Ice Tray. Put some vanilla in and you can make Vanilla Ice. No. Don't. I will punch you.
- 399. An Imaginary Friend. Better than a real friend because he will never cut you.
- 400. An Inflatable Pool. It may not be too big, but at least you can carry it around.
- 401. An Iron. Even though it's meant for clothes, you can warm your feet with it.
- 402. An Octopus. Eight legs full of cephalopodician goodness.
- 403. An Orange. Your hands will be smelling good all day after eating it.
- 404. An Orangutan. Not accepting any of your monkey business 'round here.
- 405. An Owl. Owl bet you didn't see this pun coming.
- 406. An Ugly Sweater. But you're wearing it ironically, so you actually look good. Who am I kidding. No you don't.
- 407. An Umbrella. A shield from all that acid rain.
- 408. Anne Frank. 1929-1945. Not going to make a hide-and-seek joke. It's way too easy.
- 409. Artificial Sweetener Packets. They seem sweet, but they're faking it.
- 410. Bacon. The ultimate sacrifice of our pig friends.

- 411. Balloons. So round and full of joy. And helium!
- 412. Barbed Wire. It was once a happy little wire. Then it turned to heavy drinking. Now it keeps everyone away.
- 413. Betty White. 1922-today. America's golden girl.
- 414. Bill Murray. 1950-today. Lived through one too many Groundhog's Days.
- 415. Binoculars. Don't you peep at me!
- 416. Bionic Legs. Dang. These legs could crush cars and children's dreams.
- 417. Blue Hair. I mean, you gotta have blue hair.
- 418. Bob Hoskins Playing Super Mario. Is he acting as Mario or playing the games? Your choice?
- 419. Body Armor. Protecting you from most forms of harm. Most.
- 420. Body Guards. A personal line of defense. Until they're paid off and turn on you.
- 421. Bongos. Can't handle five drums and three cymbals? Why not start with two.
- 422. Bowie: The knife or the British rock star. Your choice.
- 423. Boxing Gloves. Keeping your fisties from breakification when you ragepunch things.
- 424. Bubble Wrap. The most soothing activity in the world.
- 425. Bunny Slippers. Not made of actual bunnies.
- 426. Butter. Shouldn't be treated like soap. Trust me.
- 427. Camouflage. Whoa. Where did you go? See. It works.
- 428. Cat Ears. They don't actually make you part cat.
- 429. Chekhov's Gun. You saw it. Now it has to go off.
- 430. Chloroform. It's like super Nyquil.
- 431. Chocolate Covered Raisins. Making raisins tastier. Taking away from chocolate's purity.
- 432. Christmas Lights. Making all the houses look more festive. Although maybe they're Hanukkah lights.
- 433. Cleopatra. 51-30 BC. Pharaoh of Egypt. Also kind of an asp.
- 434. Clippers: The kind that cut toenails or the kind that shoot hoops. Your choice.
- 435. Cologne. It's like man perfume. Smell good, fellas.
- 436. Connections to the Black Market. Need a kidney? Need five kidneys?
- 437. Crackers. The crispy bread things you put in soup or white people. Your choice.
- 438. Crutches. Instant sympathy card.
- 439. Curds and Whey. Don't you think you're all cool sitting there of your tuffet?
- 440. Daniel Radcliffe. 1989-today. Remembered for playing Harry Potter. Less remembered for hanging out with a horse.
- 441. Danny DeVito. 1944-today. One of the littlest big actors around.
- 442. Dental Floss. Real talk: that stuff you don't honestly start using until a week before a dentist appointment.
- 443. Dentures. Your third set of teeth. Except these ones aren't real.
- 444. Deodorant. It's really the pits when you start to stink. Cover that musk up.

- 445. Dinosaur Shaped Chicken Nuggets. Real food for real adults.
- 446. Duct Tape. Sticking anything to everything. The only way to fix your problems.
- 447. Eggshells. You're walking on them, buddy. I kid. Now come here and give me a hug.
- 448. Electricity. Don't ask me how you got it. But you got it.
- 449. Elvis's Dance Moves. We may need to tape you from the waist up.
- 450. Exact Change. Just what you need to pay. Down to the penny.
- 451. Fake Blood Packets. I put real blood in them. No, I didn't. But I could have. But that would be gross.
- 452. Fake Cigarettes. All the cool look of smoking without any of the health risk.
- 453. Finger Sandwiches. Not actually made of fingers.
- 454. Flashbang Grenades. Now you can't see. At least you didn't get exploded.
- 455. Footie Pajamas. Ridiculous, but darn comfy.
- 456. Frida Khalo. 1907-1954. Remembered most for her extremely distracting unibrow.
- 457. Garbage Bags. Take yo' junk to the curb. You don't need it here no more.
- 458. Glow Sticks. Time to start up a sweet rave party.
- 459. Gordon Ramsay. 1966-today. He gets a new cooking show every other week.
- 460. Grape Jelly. Good glue for making a house out of bread.
- 461. Gummy Bears. Bouncing all the way to your tummy.
- 462. Haggis. A Scottish dish made with sheep stomach. Need I say more?
- 463. Hair Extensions. Because you can never have enough hair.
- 464. Hairspray. When things need to stay in place. In this case, things means hair.
- 465. Handcuffs. The humane way to keep a criminal shackled.
- 466. Heavy Chains. The inhumane way to keep a criminal shackled.
- 467. Hilary Clinton. 1947-today. First Lady. Secretary of State. Secretly a cyborg.
- 468. Homer: The Ancient Greek or Simpson. Your choice.
- 469. Jellyfish. Mostly water. And stingyness.
- 470. Jesus. A pretty cool dude.
- 471. Julie Andrews. 1935-today. I honestly know nothing about her. Just know her name. I think she's an actress.
- 472. Kevin Bacon. 1958-today. He's six degrees away from you.
- 473. Knitting Needles and Lots of Yarn. The possibilities for arts and crafts are almost endless.
- 474. Knowledge of All Masonic Secrets. Way more than you should really know.
- 475. Laughing Gas. A cheaper way to get laughs than bad puns.
- 476. Lemons. Kind of like sour oranges. But not orange at all.
- 477. Lipstick. Making those smoochers so they really leave a mark.
- 478. Lots of String. What do you need this much string for? Are you a cat?
- 479. Magnets. How do they work?

480. Mahatma Gandhi. 1869-1948. The most violent guy on the planet. I did my homework, I swear.
481. Maracas. They make little shakey sounds.
482. Marie Antoinette. 1774-1792. Gave poor people cake. Then she was beheaded.
483. Martial Arts Training. So you know kung fu, you do.
484. Mary Wollstonecraft. 1759-1797. The original feminist.
485. Medicine. It makes you feel better and such.
486. Metal Claws. You could maybe tear through steel with these things.
487. Michael Jordan. 1963-today. Remembered for how good of a golfer he was.
488. Mime Powers. Invisible walls and all that jazz.
489. Mittens. Gloves but with less fingers. Great for kittens.
490. Moon Shoes. It's like you're on the moon. But you're on Earth. Whoa.
491. Moose Antlers. You can become one with the flock. Flock? What are a group of moosadoodles called, anyway?
492. Morgan Freeman. 1937-today. One of the silkiest voices in history.
493. Mother Theresa. 1910-1997. Helping all the people. Can you really joke about Mother Theresa? Maybe you can.
494. Nail Polish. It's like makeup for your fingers.
495. Nametags. Now you can't forget your name!
496. Oil. Your car will go far. Just don't spill it.
497. OJ: The delicious beverage or Simpson. Your choice.
498. Parachute Pants. Like a parachute, but for your leggings.
499. Perfume. Making ladies smell good. Making men smell like ladies.
500. Ping Pong Paddles. Not made for stopping bullets. Maybe bullies.
501. Plastic Forks, Knives, and Spoons. All you'll ever need to eat. Not the utensils themselves.
502. Q: The one from James Bond or the one from Star Trek. Your choice.
503. Rapunzel. The girl who really needs a haircut.
504. Reading Glasses. You'll need them to read this.
505. Really Big Hands. Enough to hold ten oranges in one hand and fourteen in the other.
506. Richard Milhous Nixon. 1913-1994. Remembered for his role on Futurama. And his dog, Checkers.
507. Roller Blades. Zipping around town like a cool little bandito.
508. Rope. One of the most survivaly-est things in your survival kit.
509. Salt and Pepper. The most basic spices. Not too exciting. They can make you sneeze, at least.
510. Sandpaper. Extremely coarse. Not fun to touch at all.
511. Santa's Sack of Toys. A bottomless supply of gizmos and goodies.
512. Scissors. Gonna cut your paper hard. Fears rocks.
513. Scuba Gear. Underwater funtime for you because why not? Scuba doody dooba.
514. Sculptor's Clay. More sculptable than Cassius Clay.
515. Sea Monkeys. Real talk: They're not actually monkeys.

- 516. Seal: The animal or the singer. Your choice.
- 517. Seventy-Six Trombones. Leading the big parade.
- 518. Sidewalk Chalk. It's like snowmen for the summer. One rain and it's all gone.
- 519. Silk. The most comfortable material around. Cherish it.
- 520. Silly Putty. I've seen sillier. Maybe that's why it's not the silliest putty.
- 521. Sleeping Gas. I fell asleep and forgot to write the flavor text. My apologies.
- 522. Snow Skis. Glide over the snow like a something that glides well glides over whatever it glides over.
- 523. Socks. Prison cells for toes.
- 524. Some Pretty Famished Hippos. They're hungry. Maybe even hungry hungry.
- 525. Spray-on Tan Spray. Because you don't have time for a real tan. But pale isn't the way to go.
- 526. Steak Sauce. The code name given to cell A1.
- 527. Steel Toed Boots. Like normal boots, but you can kick far more effectively.
- 528. Stilts. Know what it's like to be tall. Very tall. And very uncoordinated.
- 529. Stylish Sunglasses. Because who needs to see your eyes?
- 530. Sunflower Seeds. The flowers produced from these seeds don't actually make tiny suns. I am disappointed.
- 531. Super Glue. Nothing it touches will ever move again.
- 532. Supersonic Hearing. You can hear it all. All of it. It's neat, but potentially disturbing.
- 533. Suspenders. Your pants aren't going to fall down anytime soon.
- 534. Ten Million Fireflies. They'll light up your world as you fall asleep.
- 535. The Ability to Astral Project. Bodies are overrated.
- 536. The Ability to Call Forth Sea Creatures. That's kinda lame, don't you think.
- 537. The Ability to Control Gravity. This power has some weighty consequences.
- 538. The Ability to Control Hair Growth. Turn your foes into Cousin It.
- 539. The Ability to Control People's Emotions. And now you will all love me.
- 540. The Ability to Control the Sun and the Moon. Goodnight Moon...forever.
- 541. The Ability to Control Time. When did it become thirteen o'clock?
- 542. The Ability to Create a Bubble of Silence. Did you hear that? No? Good.
- 543. The Ability to Eat Anything. Get munchin'.
- 544. The Ability to Freestyle Rap. Yo yo. Mic check. Gonna lay down some fresh beats.
- 545. The Ability to Grow and Shrink at Will. Honey, I shrunk the me. But it's okay.
- 546. The Ability to Jump Really High. Not flight. Just the next best thing.
- 547. The Ability to Make Things Move in Slow Motion. It makes them look about 200% more awesome.
- 548. The Ability to See in the Dark. You must have eaten a lot of carrots.

549. The Ability to Shoot Spider Webs. We can call you Spidery Dude.
550. The Ability to Slip Through Solid Matter. Wall in your way? It doesn't matter.
551. The Ability to Speak Any Language. You can make a fortune being a translator.
552. The Ability to Split into Ten Copies of Yourself. Maybe you shouldn't get this one. Is the world ready for 10 copies of you?
553. The Ability to Talk to Animals. It's really cool. But totally secret.
554. The Ability to Teleport Anywhere. In space. Not in time. Let's not be greedy.
555. The Ability to Transform Into Anything. Even yourself!
556. The Ability to Turn Everything You Touch to Gold. Step one: Buy some gloves.
557. The Ability to Win Every Game of Rock Paper Scissors. You beats everything.
558. The Axis Powers – Stalin, Hitler, and Mussolini
559. The Back End of a Horse Costume. Kind of got the butt end of the deal.
560. The Bronze Fonx. A bronze statue of Henry Winkler found in downtown Milwaukee. Seriously.
561. The Front End of a Horse Costume. Count yourself lucky. Very lucky.
562. The Harlem Globetrotters. The best basketball players to ever go to Gilligan's Island.
563. The Hoover Dam. A darn good thing.
564. The Hotline to the President. If you did a three-way call, you could order him a pizza.
565. The Innocence of a Child. Bad. In this world? Ha ha. Yup. You got it.
566. The Kraken. You released it.
567. The Large Hadron Collider. Smashing atoms together until you destroy the world by mistake.
568. The Most Offensive Thing You Can Think Of. Don't say it out loud. It's too offensive.
569. The Philosopher's Stone. Turning things to other things. With stones.
570. The Power of Extreme Persuasion. You are sooo right.
571. The Power of Flight. Zipping around the clouds. Watch out for airplanes.
572. The Power of Mind Control. Don't snatch my brain. Please?
573. The Power of Super Sight. You can see for miles and miles.
574. The Power of Super Smell. I hope you don't live too close to the dump.
575. The Power of Super Speed. I tried to give you this card. You went by too fast.
576. The Power of Super Strength. You're like a bull and an ox and a rhino all in one.
577. The Power to Conjure Storms. Can I at least buy an umbrella first?
578. The Power to Control Air. A power you can abuse to make tons of puffed wheat.
579. The Power to Control Earth. Buddy got a big ego? Bring him back down to earth.

- 580. The Power to Control Fire. Guess you're going to turn off your heater.
- 581. The Power to Control Water. Taking a bath will be so much easier now.
- 582. The Power to Make Anyone Around You Sneeze. And you don't even need any pepper.
- 583. The Power to Make People Dance. I am the dance commander and I command you to dance.
- 584. The Power to Melt. The world's best superpower.
- 585. The World's Smallest Violin. Let me play you the world's saddest song.
- 586. Toxic Waste. Good superpower kind or bad cancer kind. Your choice.
- 587. Toy Cars. I wonder if bugs could drive them if they knew how to drive.
- 588. Train Tracks. This is a very a-track-tive card, isn't it?
- 589. Tweezers. The tools you need to pull anything out of your body.
- 590. Two Cans and a String. The most effective way to communicate.
- 591. Two Cookies. Way better than one measly cookie.
- 592. Unbreakable Bones in Your Body. Do all the things that would break bones. Except don't break them.
- 593. Uncooked Spaghetti Noodles. They long to be wiggly, but they're not.
- 594. Valentine's Day Heart Candy. So bad you wouldn't even wish it on the worst of your enemies.
- 595. Vampire Powers. Drink blood. Never sleep. Be really good at counting.
- 596. Wallpaper. Spruce up your boring walls.
- 597. Wax Wings. Careful, Icarus.
- 598. Wizard Powers. You're a real wizard, Jerry.
- 599. X-ray Glasses. You can see through everything. Even the things you don't want to.
- 600. Yoga Pants. Forego fashion for comfort.